

METAL GEAR
SECRETS!

GAME

A Signal Research Publication
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Player's Strategy Guide to NINTENDO GAMES

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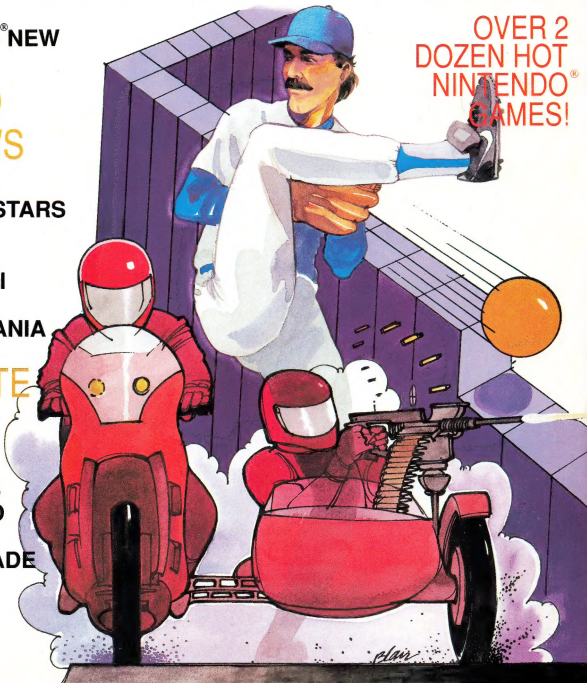
HITS AND
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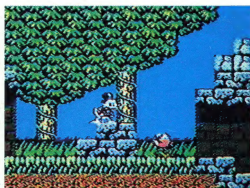
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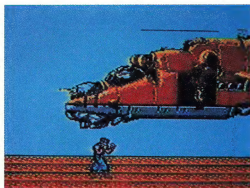
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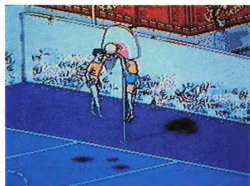
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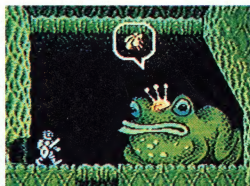
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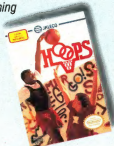
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EDITOR'S NOTES

Hello again, game players!

Welcome to another issue jam-packed with the hottest Nintendo games now available — plus a number of cartridges that should be arriving on store shelves about the time you read this.

From super sports games like *Wrestlemania* and *Super Dodge Ball* to new action carts such as *Bad Dudes* and *Mega Man II*, the Nintendo games universe continues to expand in wonderful ways. Check out our major mapping feature on *Dr. Chaos* and the host of hints we've put together from your questions on *Metal Gear*. You'll also like the in-depth coverage of our Super Strategy section on popular titles such as *Amagon*, *DuckTales*, *Thundercade*, and other hits.

Are you ready for Nintendo's new portable Game Boy? Read about it in this issue, and in future issues look for coverage of such Game Boy titles as *Super Marioland*, *Tetris*, and others soon to follow.

So, lean back, enjoy this issue, and start planning your strategy for the next round of new NES games.

Game Player's Pro-Tip Telephone Hotline!

We're also pleased to announce the new *Game Player's* Pro-Tip Hotline that each week brings you the latest and best hints, tips, and playing secrets for a variety of hit games — all through your telephone.

Just dial 1-900-740-7000 and you'll have a choice of several different games from which to choose. By pushing the buttons on your telephone, you select which game's hints and tips you want. Every week, our game experts change the games and the hints so you stay up-to-date.

Each call costs \$1.25 for the first game, and 75 cents for each additional game. So, don't forget to ask your parents' permission to use the phone before you call.

Now, 1-900-740-7000 can help you keep on winning just as your *Game Player's* magazines do.

See you next issue!

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GAME PLAYER'S MAILBAG

WHAT WEAPONS FOR BIONIC COMMANDO?

Dear *Game Player's*,

In *Bionic Commando*, which weapons do you have to get to get to area eight? My brothers Jeffrey and Michael have been slaving over the Nintendo system to try to get there. Please help us because we need it desperately.

Ryan
Vancouver, B.C.
Canada

Dear Ryan,

We hope we can restore peace in your household by telling you that you should take your rocket gun, pendant, energy pills, and blue communicator into area eight. Work your way up and to the left, and make sure you go into all the doors. You'll need to pick up two messages. Watch out for bombs! But the arsenal room will be easy. It's just like the one in area one.

GAUNTLET PASSWORDS

Dear *Game Player's*,

I have found in *Gauntlet* that you can't get the passwords that you're given for the elf and the magic user to work. Is there a trick to it? I have also found that when you're caught in a sand trap, you can press start twice and be out of it with no extra damage.

David
Swift Current, Saskatchewan
Canada

Dear David,

Sorry, but we made a mistake in Vol. 1, No. 3. In the codes that we listed for starting halfway through *Gauntlet*, the letter S should have been the number 5. So the code for Merlin is: UTL-D5T-LGT with combination letters G and W. For Quester, the code is: 77F-TA1-NL5 with letters W and I. The other codes we printed were correct (Thor's is BC3-SY9-ISS with letters R and X, and Thyra's is NRF-TTU-NR7 with symbols C and 3).

MICKY TROUBLES

Dear *Game Player's*,

I have been playing *Mickey Mousecapade*. How do you get to another level when you start? I have been trying and trying.

Donny
Livonia, MI

Dear Donny,

You can choose any level in *Mickey Mousecapade*. But it can take some practice. When the title screen is on, press the select button. Hold it, and press right (other directions take you to the other places) on the control pad, then press start. You'll be at the ocean. Press left on the control pad to go to the woods, down for the pirate ship, and up for the castle.

TOUGH TIMES WITH ROBOWARRIOR

Dear *Game Player's*,

I really enjoy playing *RoboWarrior*, but I have yet to pass level 2-2! Where are the life rafts, what do they look like, and how do I know when I have them?

I've blown up everything in sight above ground on level 2-2 near the water, but no raft.

Rico
Los Angeles, CA

Dear Rico,

One nice thing about *RoboWarrior* is that the supplies you need for a certain situation are almost always available nearby. That's why you can usually find at least one candle near a tunnel, or a missile near a row of blocks.

The life rafts look like squarish doughnuts. On your subscreen inventory, they'll appear on the top of the third column. One life raft you should have no trouble finding is in level 1-1. The chalice is located in the third bush from the left, next to the well. There's a life raft right next to the well wall, under the first bush from the left.

Once you've seen what they look like, you shouldn't have trouble finding a couple in level 2-2. Once you have one, choose it from the subscreen, then go back to the action screen. You should see the icon beside your life supply. Hit the A button and the icon will disappear, and you'll be able to use the raft to get across the water.

ZELDA II HINT

Dear *Game Player's*,

My father and I have been playing *Zelda II* for about a month. My father, Ray, discovered that when you get up to the gates of the castles, you can use your magic and make yourself fiery. Then you can go through the gates without a key. I think it saved us a lot of time on that game.

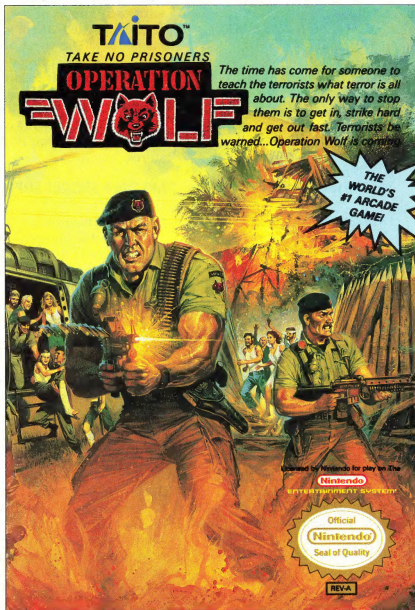
Tri
Rock Hill, SC

Dear Tri,

We've not heard of using the fire spell to get through the palaces. But judging from all the letters we get from people searching for keys, your hint will be really helpful. Thanks!

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GAME PLAYER'S MAILBAG

CONTINUED

QUESTIONS ABOUT MYSTERY GAMES

Dear *Game Player's*,

I bought your Vol. 1, No. 3 magazine awhile ago. When looking at your ad on pages 16-17, I saw the screen of a game at the bottom of page 17. It has two people in an electronic control room, and one of them is in a cage. Could you please tell me what system (Nintendo, Sega, etc.) this game is for. What's it called?

Nick
Tekamah, NE

Dear Nick,

We've gotten several letters from people wondering about different games in that ad. Unfortunately, not all of them are for Nintendo. Starting from the top of page 16, the games are: Jordan vs. Bird: One on One for personal computers (though it's planned for NES by Tradewest); PT-109 for personal computers; Tetris for personal computers (though a Nintendo-compatible cartridge is available from Tengen); and Iron Tank, an NES game from SNK. On page 17 is the game you asked about, Zak McKracken and the Alien Mindbenders, which is available for personal computers.

AUSSIE NINTENDO FAN

Dear *Game Player's*,

I like your magazine! Even though the games aren't available in Australia, I think it's a

great idea. I own a NES and would like to get in touch with fellow console users in the U.S. If there is anyone that wishes to exchange play tips and hints, please write. Or if you just want to have a pen friend from Australia, drop me a line. I am 14 years old, but am not worried what age you are. I'll reply to all letters.

Bengeman Rawson
Lot 5, Waverly Drive
Dubbo,
New South Wales 2830
Australia

Dear Bengeman,

You're our first writer from "down under." We hope you can strike up some acquaintances with our other readers.

A SUPER WAY TO DEFEAT WART

Dear *Game Player's*,

I have an easier way to defeat Wart at the end of *Super Mario Bros. 2*. Get a vegetable from the funnels, then wait until Wart attacks and jump up behind him. When he attacks again, throw the vegetable at his neck. Continue this procedure six times and Wart will die.

David
Thayer, IL

Dear David,

Thanks for the tip! Your method of jumping behind Wart also works with Mouser. Catch the bombs he throws, then toss them on the ledge behind him.

FASTER BLASTER MASTER

Dear *Game Player's*,

I turned to Vol. 1, No. 3 of your *Game Player's Nintendo Strategy Guide* when I bought *Blaster Master*. Like most owners of this rad game, I know that you must

go to the stages in order. Your guide showed Jason on the fourth stage with no Hov. How did you do this?

Brendan
Nanaimo, BC
Canada

Dear Brendan,

Oops! You found us out. Sometimes the companies that make Nintendo games supply us with early copies of their games so we can rush them into our magazines. The copy of *Blaster Master* that Sunsoft gave us had a special warp feature on it so we could go to any level in any order. This is an option that is not available on any of the copies of *Blaster Master* you'll find in stores.

MILON'S SECRET SUPPLIES

Dear *Game Player's*,

I can get to the second floor in *Milon's Secret Castle*, but I would like to know where the saw and boots are.

Jamie
Wilmington, DE

Dear Jamie,

Before you can get the saw, you have to go down the well and find the hammer. Use the hammer to uncover a secret room on the first level. That's where you'll find the saw.

You can buy the jumping boots in the first shop, but they're cheaper in another shop. Go into the fourth room on the first level. There's a wall on the right of the second. Shoot through that wall, jump, and shoot some more. There's a secret shop right there.

LET US HEAR FROM YOU

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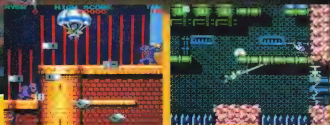


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YOU ASKED FOR IT: ANSWERS TO METAL GEAR

Dear *Game Player's*,

I was wondering if you can tell me how you get Card Number Four. It seems I need that card to open the door to the room in which the card is located — so how do I get inside?

Kris
Taylor, MI

Dear Kris,

Try looking inside the truck nearest the wall that is past the far side of Building Four. You should find Card Number Four there.



Climb inside the third truck to find Card Number Four.

Dear *Game Player's*,

I would like to know how you surrender to the enemy in *Metal Gear*. Kevin
Holland, PA



To surrender to the enemy temporarily, go inside the large truck on the left side of the screen.

Dear Kevin,

Enter Building One. Go inside the truck you come to and then turn left. You won't have to wait long before your pursuers will give you the opportunity to surrender.

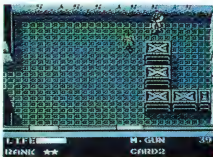
Dear *Game Player's*,

Where is Card Number Three? I can't seem to find it. Thank you for any information you can give.

Chris
Barrie, Ontario
Canada

Dear Chris,

First you have to surrender. Then your captors will take you to the room pictured. Once inside, go to the left of the room. Card Number Three is through the door shown on the lower left of the screen.



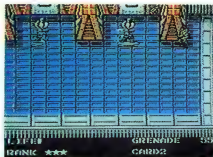
Your captors will take you to this room. From there, go through the door in the lower left corner of the screen and you should see Card Number Three.

Dear *Game Player's*,

I played *Metal Gear* for almost 24 hours straight and only made it to the second level. I got the first four card keys, but can't figure out how to get

past the tank between the two buildings to get more stuff. I would also like to know how to get past the two men on the roof of Building One.

Curt
Humboldt, Saskatchewan
Canada



To defeat the Twin Shot gunners, run up to the upper right corner of the screen and start shoveling grenades.



You'll need at least eleven mines and a three-star rank to get past this heavy, metal monster.

Dear Curt,

Once you know how, the Twin Shot gunners are easy to eliminate. Just run up to the upper right corner of the screen and start lobbing grenades at them. It's the only way to kill them.

The tank that maliciously blocks an alley is a little more difficult to destroy. You'll need a rank of at least three stars and an arsenal of 11

Get all fired up... for the Adventure of a Lifetime

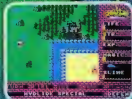
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2 speed levels



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FCI HYDRIDE[™]

mines. Run up to the tank and leave your mines until the alley is clear.

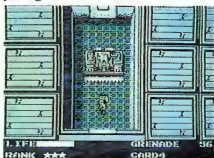
Dear *Game Player's*,

I can't seem to get any farther in *Metal Gear*. My only problem is getting past the bull tank. Can you please tell me how to do it?

Christopher
Montreal, Quebec
Canada

Dear Christopher,

That terrible tank is a tough one, isn't it? The only way to rid the earth of it is to begin launching grenades as soon as you see it on screen. To defeat this deadly foe, you'll need to expend at least nine rounds from your grenade launcher.



The bull tank is heavily armored, and you will need nine rounds from your grenade launcher to penetrate it.

Dear *Game Player's*,

I just got *Metal Gear*, and I'm having trouble getting the rocket launcher. I know where it is supposed to be—in Building Two on the second floor—but when I get there the room is empty. Could you tell me how to find the rocket launcher?

John
Darragh, PA

Dear John,

The reason the room is empty is because you need to radio Jennifer. Do this (assuming you have a rank of four stars), and she'll provide you

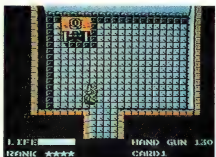
with the rocket launcher and a compass. However, she will place the objects in two different rooms.



Radio Jennifer and she'll take good care of you.



Jennifer keeps her word—the rocket launcher will be there for the taking.



The compass is in a room just around the corner from the rocket launcher.

Dear *Game Player's*,

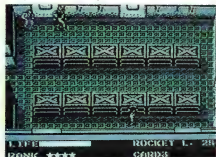
I'm having a hard time finding Card Number Seven. I looked at the map several times but can't find it any where. Please help!

Chris
Staten Island, NY

Dear Chris,

To get Card Number Seven, you

will need the rocket launcher. Go inside Building Two up to the second floor. Defeat the two thugs and they will leave you the card.



Eliminate these two guards and you can recover Card Number Seven.

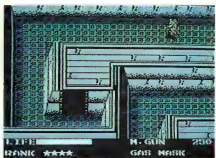
Dear *Game Player's*,

I need help finding the flashlight in *Metal Gear*. I keep going into the rooms to get it and it isn't there. It isn't in the room they show on the map. Thanks for your help.

Rico
Roseville, MI

Dear Rico,

It is located in a room on the first floor of Building Five. Try the room shown at the lower left corner of the screen.



Through this passageway on the first floor of Building Five is the flashlight.



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So look for the Power Glove when it hits stores this Fall. Once you put it on, everything else becomes child's play.



POWER GLOVE[™]

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Dr. Chaos is a complicated game in which the player assumes the role of Michael, the brother of a mad scientist, Dr. Chaos. Michael undertakes a perilous search through a chaotic mansion to find his missing brother.

But first Michael must explore and map the vast old house, then search 11 dangerous warp zones (if he can locate them) and defeat the hordes of monsters he finds there. Somewhere in the mansion are pieces of a laser weapon powerful enough to get rid of its sinister inhabitants.

Mapping is difficult because of the warp-zone effects. Monsters

appear randomly, secret passages honeycomb the walls, rooms have no doors, doors lead nowhere ... and halls are filled with rats and bats.

Mapping the mansion is only the first stage of this complex game, but it is the most time consuming. Each room is a separate puzzle to solve and fit into the overall picture.

To help you get started, we've made part of the map. It shows the arrangement of rooms and doors, a key to the contents some rooms (but no information on where the items are *within* a room — that would spoil the fun!), and details of the first warp-zone. That zone is where you locate

the "warp-zone detector" with which you can find the other warp zones, and obtain the first component of the laser weapon by defeating a goofy-looking monster.

(NOTE: We've made every effort to produce an accurate map of the mansion, but you may encounter doors or other features not shown here — by-products of Dr. Chaos's warped experiments. The effects are randomly generated and will appear and disappear in no pattern. We show only the permanent features we found in the dozens of hours we played Dr. Chaos.)

NORTH WALL



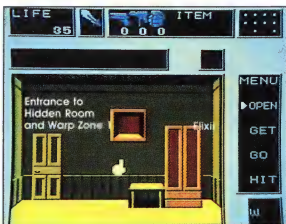
EAST WALL



SOUTH WALL



WEST WALL



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AIR FORTRESS™

A Great Adventure Game:

Stand by for launch. Your mission is to save the planet Farmel from the evil **Air Fortress**. And you're in for a hot time. You have to fly between defense structures, fight off defense forces, pick up bombs and energy cells to help you—and that's before you go in! Can you knock out the central nuclear power source of each complex before you run out of energy? Great! But the game's not over yet. Get ready as the fortress generates its second set of eight, tougher defense complexes. You'll use all your skill before you save the planet Farmel in **Air Fortress** from HAL America.



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A Great Party Game:

Wondering what to do with your friends at your next party? Why not go to Vegas? **Vegas Dream**. Play Black Jack, Roulette, Slot Machines, Keno, and when you select the "Vegas Dream" option extend your fun and meet panhandlers, con artists, accidents of fate and maybe the person of your dreams. Play with up to four friends at a time, and the game remembers your scores if you want to continue later. No matter what your game, odds are you'll love this exciting casino adventure from HAL America.

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Vol. 1 No. 2



All right, I admit it, I get excited about the return of baseball. I follow the results during spring training. I make long phone calls about season tickets, hoping that somehow they're on sale for 75 percent off. And I watch the season opener and home opener as if it were the season game of the World Series.



**PC
PLAYERS**

**Ink! Ink! Out to the
Videogame**

Hot Round!

One more tradition: When spring training begins, I find myself reaching for my computer baseball games. I play Ace of the Baseball while watching a game on TV. I look at GameStar's Five Best Personal Four-wheel event to see my skills at building a franchise. Meanwhile, with the sports pages in front of me, I build up Electronic Arts' Carl Pierce Baseball, change some statistics, and play the game my favorite team will be playing that week.

Why do I have these baseball simulations? The answer is simple: I'm a fan of the game, and I'm a fan of the computer. Baseball is purely an action game, with an emphasis on the close coordination between pitcher and batter. Five Best Personal Four is a franchise-building game, in which you have ten seasons to assemble a

championship team. Carl Pierce Baseball focuses on managing the individual game: all of its many features are designed with that in mind.

Hardball

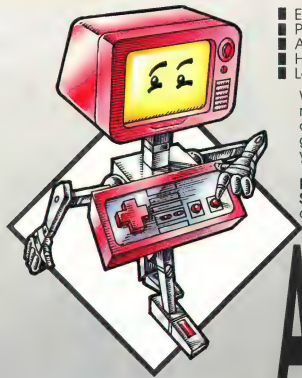
In Hardball, the screen you see most often shows your pitcher (either left-handed or right-handed) preparing to throw to the plate. It's the classic viewpoint of televised baseball, as seen from somewhere in left-center field.

The moment at the bottom of the Hardball screen shows your options. Using the keyboard, joystick, or mouse, you select the pitch you wish to throw. If you're banking, you choose to heat, cool, or swing away.

Over the defense player has selected the pitch, and the offensive player the batting option, the pitcher chooses a location for the pitch, while the batter waits whether he will swing: high, low, inside, or outside. When you're batting against a human opponent, the catcher's glove moves as a signal to where the pitch might be going. When playing against the computer, you're at a distinct disadvantage — the glove does not

1. Hardball: The pitcher's view.
2. Hardball: The batter's view.
3. Ace of the Baseball: The pitcher's view.
4. Ace of the Baseball: The batter's view.
5. Five Best Personal Four: The pitcher's view.

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NINTENDO8 REVIEWS

TECMO BOWL

William R. Trotter

Right-clicked Nintendo, Tecmo, 1989. South Asia Magazine, Capcom, C&A 80146

ports games for Nintendo machines are multiplying almost as fast as video games. If you're a fan of sports games, you may find it hard to keep track of what's good, what's new, and what's hot. Tecmo Bowl is all there — and it's well worth the attention of football fans of all ages.

Perhaps the most novel feature of Tecmo Bowl is that it simulates the various strategies and specialties of real-life NFL teams. As NFL fans with exceptional passing, defense, or kicking skills, you can strengthen in Tecmo Bowl. This gives football fans the feeling of actually being able to coach or quarterback their favorite teams.

Tecmo handles you with a very playable system of scrimmage. Before each play, you can choose from four different strategies shown on the screen. Then, by manipulating on-screen characters, you can run the play. By using various button combinations, you can also make some quite evasive moves. For instance, you can make a diving tackle or still-arm a blocker who gets in your way.

Tecmo Bowl has some other interesting details, too. It has a very impressive synthesized voice that emits clear, convincing remarks from the quarterback, and Darty effects from the crowd or cheer-

bone-crunching power than real-life players could ever withstand. Whenever the teams join together, the video begins by showing the air, and the synthesized voice grants and means.

Tecmo Bowl is a solid achievement. It successfully mimics real football, filling the screen with noise, color, and action. Because of the way it simulates real teams, it provides considerable room for strategy. This is one of those rare (and consequently rare) Nintendo cartridges that parents and kids can enjoy equally.

4.5/5

To make a strong pass, you'll have to get in a good position.

The detail here shows how the game can be played.

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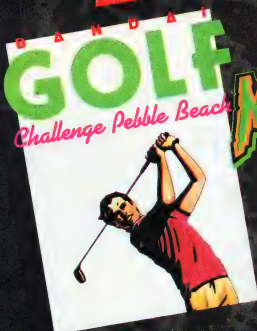
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"EXCELLENT!"



SHOOTING RANGE



DR. JEKYLL AND MR. HYDE



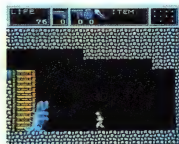
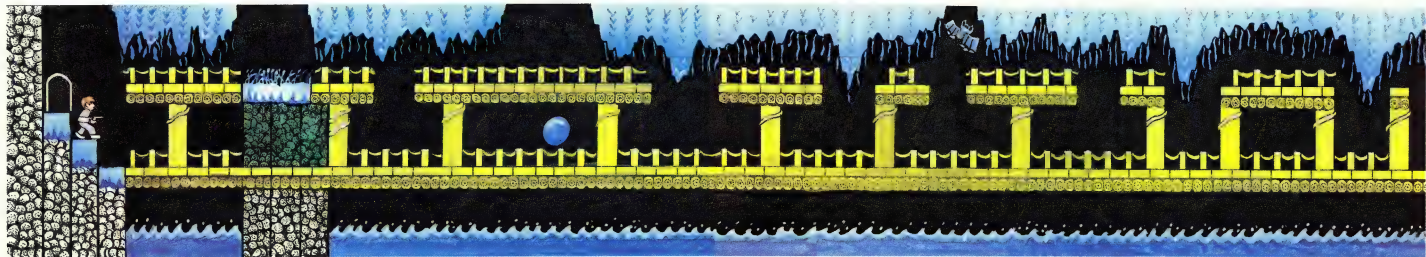
WILD BOYS



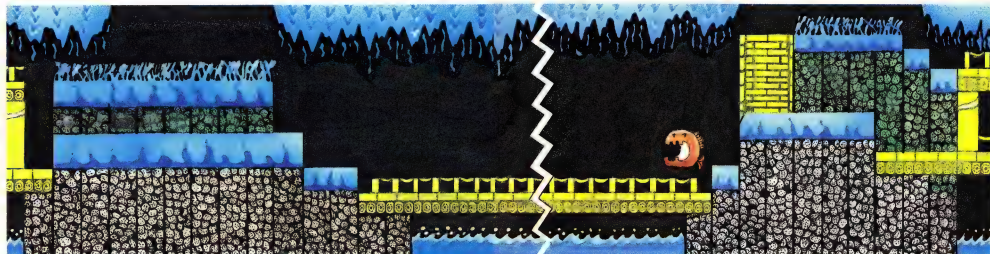
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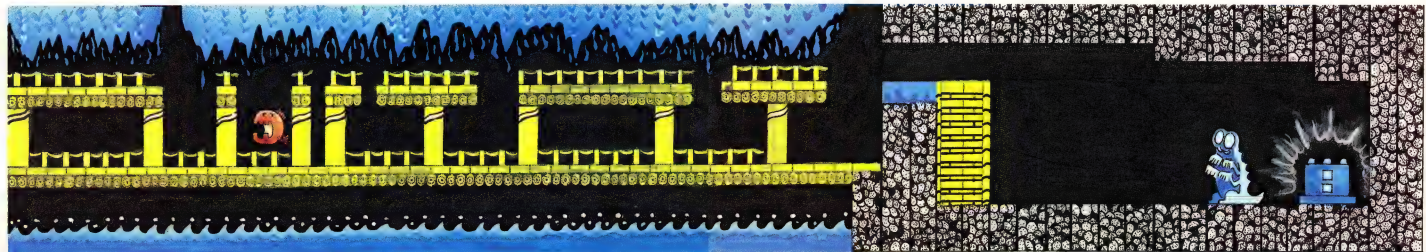
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You can get the warp detector by jumping over the monster, but unless you kill him, you won't find the first part of the laser weapon.



Be ready to kneel and thrust your knife at the rat—he'll come at you as soon as you enter the mansion.



AIR FORTRESS



You'll start each section with a little energy, but it's up to you to catch extra energy bubbles. You won't survive without an ample supply.

THE GAME

On the planet of Farmel, the people are peaceful and highly civilized. So when a mysterious system of air fortresses flew into their corner of the galaxy, not even the Intergalactic Federation was able to protect the Farmelians.

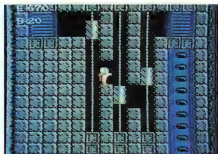
But there is yet one hope for Farmel. A small space warrior named Hal is ready to risk his life by infiltrating the space fortress system. Equipped with a light blaster, an armored suit, and a jet-propelled sled, Hal begins his journey through the eight visible fortresses that light the sky. He knows he must find the power plants inside each fortress and destroy them. Without power, the fortresses will self-destruct.

As Hal, your quest is a difficult one. First, you must orbit each space station, picking up energy and bomb bubbles to give you power, and avoiding the alien ships bent on your destruction. Once you enter the fortresses, you must maneuver their maze-like corridors and elevators to find and destroy the main power plant. Finally, you must locate a jet sled to make your escape.

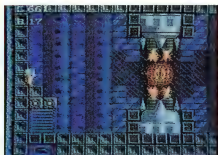
Arcade and strategy lovers alike will enjoy *Air Fortress*. With its excellent graphics and dozens of space aliens, there's always something new around the next corner. And always something deadly waiting in the wings.

Hal America

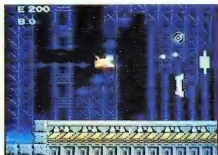
In the first fortress, you'll come to a room with two pipes leading out of the ceiling. Go into the pipe on the right to find the power plant. Use three or four bombs to destroy the generator. Then go back and take the pipe on the left. You'll find your jet sled behind a smaller generator.



These pulleys hold enormous blocks. Don't get squashed beneath one, or trapped against the ceiling by another. Watch their patterns to find the best path through.



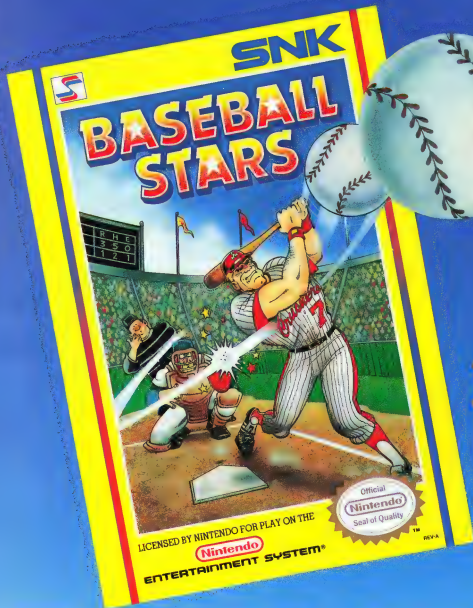
The first generator (and most subsequent reactors) can be destroyed by three or four bombs. Then you have to find your sled and escape before the fortress explodes.



The diamond bubble makes you invincible for a short time. You can still crash into obstacles, but your targets will explode as you run into them.

"For grand slam game play and plenty of options, Baseball Stars is the best!"

— U.S. National Video Game Team



PLAYER, MANAGER, OWNER... You can do it all in Baseball Stars! Make your own teams and leagues; hire, fire, and trade players; develop your players from inexperienced rookies into veteran pitchers and hitters. Play against a friend or challenge the computer — you'll never have to worry about being rained out again!

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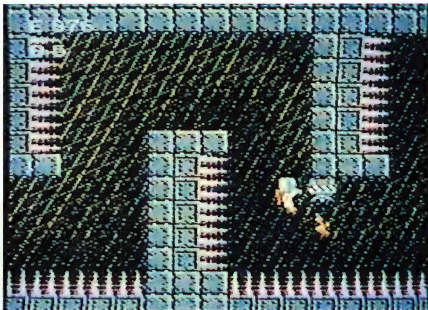


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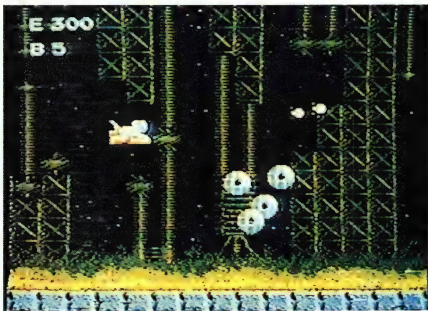
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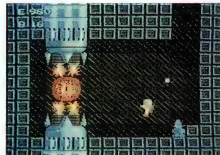
When you first enter a screen after being killed, you're invincible for a short time. You can use this to your advantage to get past difficult sections of the game. Also, sometimes it's better to hurry past enemies rather than try to kill them. Take a look at your energy level to decide if you can spare any points in a battle.



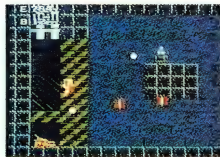
When you fire your light blaster, the shot forces you backwards. Watch out in spots like this one, in the second fortress. A backwards move will force you onto these spikes. You might want to shoot this robot from the other side.



These doughnut-shaped aircraft sweep onto the screen in groups, fire, and retreat. You won't be able to shoot them easily, but it's not too difficult to avoid the cluster of their shots.



After destroying the generator in the third fortress, go back the way you came. Go all the way to the right, then up a chute. Your sled will be in the far left section of the room.



You can hop on your sled for a quick escape from these orange butterflies. They're the only alien that can follow you from room to room, sapping your energy the entire time.

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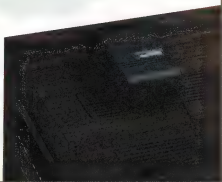
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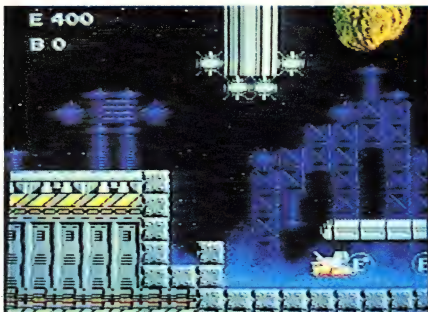
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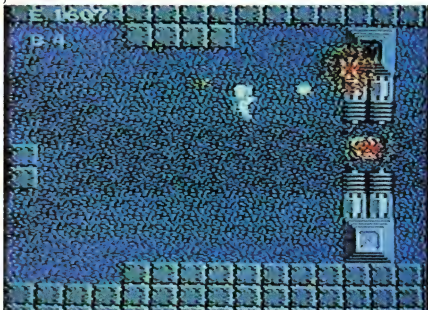
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After you've destroyed the generator in the fourth air fortress, you still have to find your sled. Leave the generator and go up the next chute. Move all the way to the right to find another elevator. Take it up one stop. Bear left and find another elevator. Go down two stops. Take the elevator on the right down one stop. Then go to the right again, and take an elevator up one stop. Your sled is on the left.



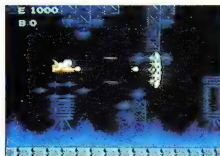
Having slow motion on your joystick really helps in the outside part of *Air Fortress*. Here, for example, you have to back out from between these pipes after you've picked up the bubbles. Otherwise, you'll hit the block just ahead.



Work from the top down to destroy the generator and the two power blocks which flank it. You have to shoot the blocks while the center eyes are visible. Just one bomb will knock them out of commission.



As you destroy the generators in the fortresses, they'll go dark on your map, and you'll receive a password. The fortresses you haven't yet reached are in color on the map, and the fortress you're approaching will flash white.



These large spaceships are easier to destroy than they look. Get between its parallel shots and fire into the middle of the ship. A couple of shots will destroy it.

VISIT SOME OF THE MOST BEAUTIFUL CITIES IN AMERICA. AND TRASH THEM ALL.



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It's *Rampage*,™ the #1 arcade hit, now for Nintendo. The graphics are great. The play is great. And for pure dining pleasure, be it main courses of skyscrapers or appetizers like helicopters, tanks and innocent bystanders, this game is a heart- and city-pounding knockout.



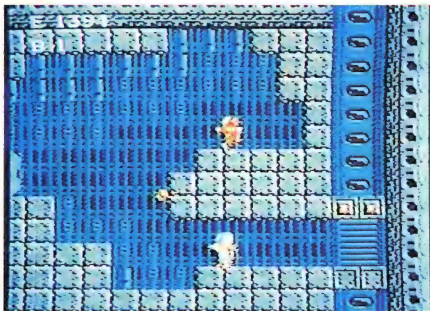
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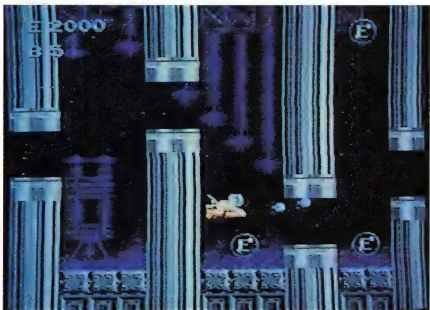
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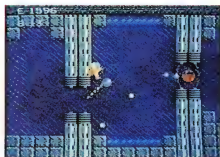
The patterns both inside and outside a fortress are always the same. The same enemies come at the same places and in the same numbers. Becoming familiar with these patterns is a definite asset. It's easy to learn what to avoid and what to destroy.



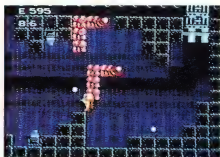
These spacemen are particularly dangerous because they mimic your movements. The red spacemen can be defeated with one bomb, however. The gray aliens turn red after one bomb, and another missile destroys them.



Here's another spot where slow motion is almost a necessity. You'll need a lot of energy for the sixth fortress, and without slow motion, it's quite difficult to get down these crevices and collect a good energy supply.



The small satellites don't move as quickly as some of the other aliens, but if you get hit by their rays, you'll lose a lot of energy. Don't get too



These pink aliens build walls that can block your exits. Get past them before you're trapped — trying to go through the walls uses lots of energy.

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WWF WRESTLEMANIA

You've always dreamed of being Hulk Hogan.™ Or one of the other WWF Superstars. And now here's your chance. Challenge your opponent to a wild match of dropkicks, headlocks, bodyslams and more!



Or create your own tournament and compete against your friends or the computer. Up to six

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Look for our WrestleMania® Nintendo® and Hand-Held games.



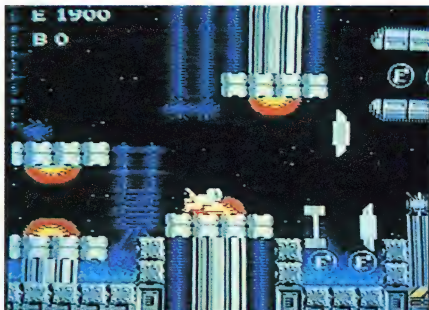
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ENTERTAINMENT SYSTEM

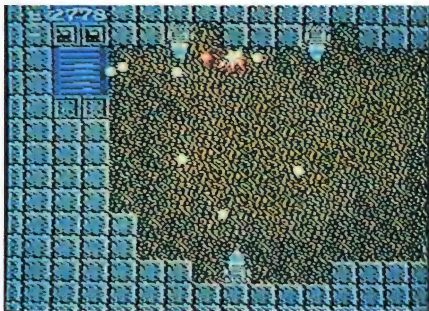
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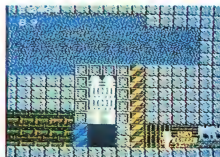
There are eight tough levels to complete before you get a chance to destroy the final power plant. But even after eighth fortress, your troubles aren't over. After escaping on your eighth jet sled, you'll find yourself heading *back* into the fortress maze, fighting through mirror images of the fortresses you've already completed.



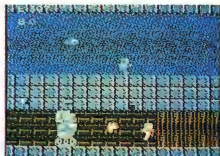
Be careful not to hit the metal obstacles on the surfaces of the forts. However, the orange auras surrounding some of the pipes are safe, and you can pass through them easily.



You can't be injured in an elevator. In fact, you should always stay inside until your energy is fully restored. Wait for the first barrage of shots from the aliens, *then* leave the elevator.



It gets harder to find your jet sleds in each fortress. If you uncover the exit, however, you'll know where to look after you've destroyed the power generator.



If you can get past this enormous robot in the eighth fortress, you'll be on your way to the generator. His bombs go over your head if you're standing on the ground, but it takes a lot of bombs to defeat him.

CASINO

So what's
wrong
with a
little
greed?



You are the Casino Kid. As you maze through the casino, you pick up gambling tips you'll need to help win at blackjack and poker. The stakes are high and the games are hard. Life's a gamble so what have you got to lose? Come on, gamble with us. We dare you.



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AMAGON



Midway through level 1-2, you can shoot a tarantula for a one-up item. Shoot the tarantula from the blocks on the left, but then rush over to the right-hand blocks to jump up and retrieve the symbol.

THE GAME

Somewhere in the South Pacific is an uncharted island from which no human has ever returned alive. Its only inhabitants are monsters, demons, and deadly aliens. Amagon has been sent in a last-ditch effort to find out what's going on.

Though he's armed with only a machine gun, Amagon has a secret weapon — he's able to transform into Megagon, a man of incredible muscle and strength.

But even Megagon has his work cut out for him. The enemies come so fast that sometimes even his powerful punch can't clear them away. And he has six zones to battle through: plains, jungle, river, rain forest, rocky mountain, and beach, where a ship is waiting for him.

Amagon is limited to 300 bullets, but he can get more by shooting his enemies. The slain foes will also leave behind bonus points, one-up items, or the mega-key Amagon needs before he can transform into Megagon.

Amagon is too complex to finish in an afternoon, but you'll be glad of every enjoyable hour of game play. There aren't too many games that can boast a demon tree, a dinosaur, and an extra-terrestrial all within six levels, and *Amagon* has them all and more.

American Sammy

Remember that you can shoot through stone without any problem. Always take the opportunity to shoot enemies long before you get close enough for them to do harm to you. The only drawback to this method is that sometimes there will be bonus points or bullet magazines that will be blocked by other enemies, and they can disappear before you have a chance to grab them.



The lion head at the end of zone two will first appear in the lower right corner. Be waiting there to get in several punches before it grows another head and begins shooting fireballs at you.



There are six zones in *Amagon*, and each zone has two levels. Each time you clear a level, the map appears to show your position and to give you an easy hint about the level that follows.



Watch your supply of bullets, especially if you've been killed once or twice. If you run out of bullets, you'll have to use your gun as a club, and that's certainly no match for this walking elephant.

HAL America Brings You 2 Hot New Games!



ADVENTURES OF
LOLO™

Challenge Your Wits With LOLO: The excitement sizzles with this one. Can you help LOLO save the princess LALA from the Great Devil? You must guide LOLO through a series of 50 different mazes filled with evil spirits. Each maze offers an ingenious triple challenge: dodge the evil guardians, move the maze objects in correct sequence, and solve the lethal puzzle by collecting the power objects. A game the whole family can enjoy, LOLO, from HAL America, is designed to improve your thinking skills.

ROLLERBALL®

Challenge Your Skill With ROLLERBALL: Fire up for the ultimate pinball challenge. Four vertical scrolling screens extend ROLLERBALL's play area, and your fun. You can have multiple balls on all four screens. It's hot! Can you keep your ball in play long enough to reach the highest score? Play against the game, or one on one with friends on the second screen, hockey version. You'll become a pinball wizard! It's the perfect family game (parents will love it because there's lots of fun, but no violence).

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You'll always be hunting extra bullets when you play *Amagon*. There are several places, however, that you can count on for a good supply. Shoot the mosquitoes at the beginning of 2-1 for extra magazines. Also try the snails in the waterfalls in level two, the will-o-wisps in 4-1, and the hopping heads in 4-2.



These elephants challenge you at the end of 2-1. A couple of punches will finish them off. For other elephants, get on a top tree branch and run to the left. Keep running, and the elephants will walk by on the ground below.



Deadly bats will fly from the mouth of this demon tree at the end of 2-2. Use your laser beams to shoot out the tree's eyes. But watch out—the eyes will go to the top of the screen, then drop down.



You'll need to shoot these moles from behind this tree trunk. But don't scroll too far to the right or you'll get trapped behind the trunk when the bees fly over. You need room to escape their fire.



This is tricky. The moles will come from the middle ravine first. When they fall into the first ravine, jump to the turtle. Then moles will jump from the third ravine. When they fall in the middle ravine, jump to the landing.

The background of the advertisement is a detailed illustration of a space battle. In the upper left, a large, cratered moon hangs in a dark, star-filled sky. A green, boxy spaceship with red lights is flying towards the right. In the upper right, two blue, sleeker spaceships are firing energy beams. In the foreground, a large, grotesque alien with a bulbous head, red eyes, and a wide, toothy grin is lunging forward. Two smaller, dark, insect-like aliens are perched on a rocky ledge behind it. The overall scene is dramatic and action-packed.

WATCH
FOR THE
HIGH SCORE
CONTEST!

Now that you've shot down a few... Here's your chance to see one up close.

You've spent some time behind the triggers of a plasma-drive galactic fighter. And more than one horde of fungal-faced aliens has bitten the interstellar dust for standing in *your* way. But now...

Star Soldier Sweepstakes! Over 100 Prizes! Anyone can win!

Here's your chance to hobnob with the enemy. **1st PRIZE:** One lucky hero will win an all-expenses-paid trip to Disney/MGM Studios (home of the

alien) for himself and his family. **2nd PRIZE:** Another savvy fighter will receive a Sony portable stereo/CD player. **3rd PRIZE:** One more galactic pilot will win a Casio digitizing sampler keyboard. **4th PRIZE:** One hundred electronic warriors will receive sizzling pre-release copies of the next fast-action Taxan game, before they hit the stores.

To enter, just cut out the coupon, attach it to a Star Soldiers game box top, and mail to: Taxan Star Soldiers Sweepstakes, 161 Noretech Pkwy., San Jose, CA, 95134.

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TAXAN
Consumer Division



It's very helpful that extra lives carry over from zone to zone, but one-up bonuses come in handy, too. Try the porcupines that fall from the trees in zone two. And there are two one-ups at the beginning of zone five. Just shoot the first dragon birds.



Don't trust the alligators that lurk in the water in 3-1. They'll jump out at you suddenly. Run up to the edge of the landing to lure them out of the water. Then shoot them and move on.



Punch the lights out of this alligator. And be suspicious of the strange eyes that peer out from the waterfall. Once you shoot the eyes, you'll see what creature this really is.



In the rain forest of zone four, you'll have two different devil heads to fight. The red devils stay put and are worth 100 points each. But the blue devils will hop around. They're worth 300 points.



Wait for the hippo demon to form before you waste any mega-points on him. After he's moved to the center of the screen, use lasers to knock out his eyes.

WHO SAID FOOTBALL IS A SPECTATOR SPORT?



With John Elway's Quarterback™ you can't just sit back and relax. That's because you're in the game, thinking quick, calling plays, and out-smarting your opponent.

This isn't just a battle of brawn, it's a battle of brain! John Elway's Quarterback is a football tactics test created for your Nintendo Entertainment System®. And it's so realistic, you'll break a sweat.

On offense, choose the play, read the defense, avoid the sack, then unload the ball! On defense, choose the strategy, follow the receiver, dive for the ball, and prevent the big play! It's all possible with this ultimate gridiron battle!

John Elway's Quarterback is pad-popping, bone-crushing action like you've never played before. So grab your helmet and get in the game, and soon you'll be beating the All-Pro's.

COMING THIS FALL!

MAGIC JOHNSON'S FAST BREAK™
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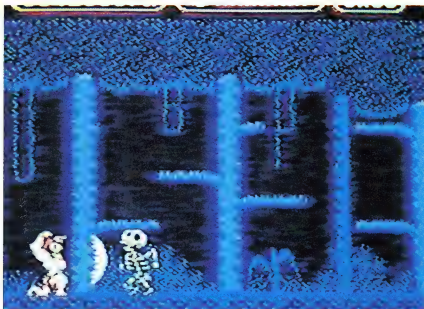
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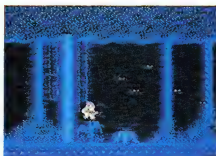
If you're searching in vain for the mega-keys in zone five, you're just not looking in the right place. The two black pterodactyls flying over the large chasm each hold a mega-key.



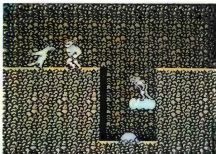
The first shot from a laser will break this skeleton at the end of level four into three different parts which will scatter across the screen. Just one more shot will destroy each piece.



The pterodactyl is just about to launch an armadillo at your head. Run fast to the right, then turn around and shoot it as it runs toward you. Be careful. The pterodactyl shoots at you, too.



These eyes belong to bats at the start of zone four. Only *some* of these bats will come alive. But later in the zone, shoot any of the eyes because they're all dangerous. Those bats aren't in groups, so you can tell the difference.

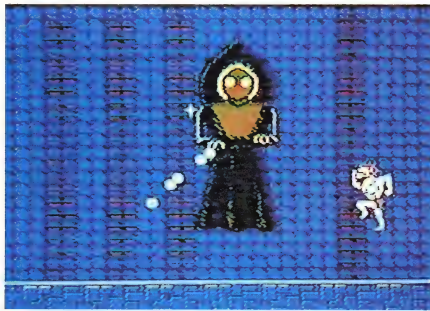


This isn't a dead end for Megagon. As he jumps to the cloud, the dinosaur that's on it will jump to the ledge on the right and our hero can easily dispense with him.

As bad as you think things are in zone six, what with the hordes of mosquitoes, octopi, UFO, patrol cars, and comic men that attack you, stay calm and don't use your mega-points. You'll need all your points to take on the space alien at the end of the zone.



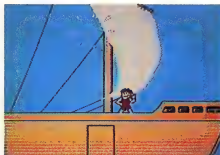
It's possible to kill this megasaurus without risking too many mega-points. You have to destroy its horn first. Then a couple of well placed laser beams will take care of the beast. Watch out for his fireballs, though.



The only way to kill this alien is to shoot at the star (located by its left shoulder in this picture) that revolves around it. It's not easy, especially since you also have to avoid the beams the alien shoots at you.



Don't let these blue lobsters climb to the tops of the palm trees. If they reach the top, they'll launch themselves at your head. Shoot them as they climb up.



Once you destroy the extraterrestrial, your mission is complete. Your ship is waiting for you, and you can sail back a superhero.

DUCKTALES



At the start of the Amazon quest, Scrooge will have to pogo-jump on top of the apes in order to get the treasure chest.

THE GAME

Capcom's *DuckTales* truly captures the spirit of those wonderful, epic-sized Scrooge McDuck stories that first enchanted readers 40 years ago and still remain popular today.

You control "Uncle Scrooge" on a quest for five legendary lost treasures. Aided by his great nephews, Huey, Dewey, and Louie, the world's richest duck must travel to the Amazon, Transylvania, Africa, the Himalayas, the moon, and good old Duckburg.

As Uncle Scrooge, your task is to find the treasures in each area — while collecting any gold or gems that happen to be lying around — and avoid your enemies (skeleton ducks, vampire ducks, mummy ducks, and various other foul ducks). You'll be surprised to find out how agile Scrooge really is. The old guy can jump two ways: regular jumping for clearing obstacles or grabbing vines, and the "pogo-jump" in which he uses his cane to hop over dangerous ground, bash enemies, or open treasure chests.

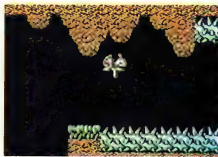
There are three levels of difficulty, but the "easy" setting (challenging enough!), combined with the delightful graphics, make this a superb game for younger or beginning Nintendo players.

Capcom

The pogo-jump is essential to the game. It's tricky to learn, but you can do amazing things with it, and the move will soon become habit. Press down on the control pad while pressing the A button. Then, while Scrooge is airborne, press the B button (You have to push B before Scrooge lands.). Scrooge will keep pogo-jumping and you can move him left or right. Remember that Scrooge can be moved left or right even when jumping or falling. Getting some of the treasure chests and other bonuses will require some fancy maneuvering.



The best way for Scrooge to get past the spiders is to whack the boulder with his cane so that it knocks one of them down.



The pogo-jump is the only way to get across a briar patch.



You can use any flying creature — even a bee — to give your pogo-jump additional height. Some of the treasure chests are impossible to reach without using these "stepping stones."

STEREO



SIMULATOR

Joycard SSS™

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STEREO SIMULATOR SYSTEM

Hudson's Joycard Sansui SSS™ has Repeat Rapid-Fire function which shoots up to 15 shots/sec. and Stereo Simulator System which provides you a sensational sound shifting effects..

with RAPID-SHOOTER
Max 15 shots/sec.

Another Dimension
in Nintendo Fun



ADVENTURE ISLAND™

Princess Leilani was kidnapped and taken to Adventure Island in the South Pacific. The island is thick with tropical forest, caves, ocean and mountains. Many dangerous demons and creatures are waiting for you. Are you up for the challenge? Can you live through Adventure Island to save Princess Leilani?



BOMBERMAN™

Bombberman has been put to work in an underground compound at the center of the Earth. One day he learned that he can become a human by escaping from the center of the Earth and make it to the surface. He can only rely on bombs of his own production for his defense. Will Bombberman ever make it to the surface?



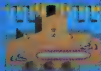
Milon's Secret Castle

If you think you have played the hardest of all video games, try this one. Each level has a different challenge: the higher the level, the tougher the challenge! Can you beat the monsters? How many coins can you collect? Are you ready for the challenge of your game playing career? This is it!!!



ADVENTURES OF DinoRiki™

In pre-historic times, where ancient dinosaur creatures ruled, the adventures of Dino-Riki began. A courageous young man, Dino-Riki is determined to establish mankind's future in this violent age. Dino-Riki must fight his way through lotus swamps, dark caverns, deep canyons, deserts and giant dinosaur bosses.



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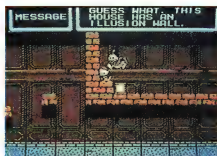
Scrooge, being Scrooge, will naturally want to open all the treasure chests he comes across. One good way to open them is to push right or left on the control pad and press the B button. This causes Scrooge to take a swipe with his cane (it will look like he's swinging a golf club). This works well against boulders and stone walls, too.



Scrooge's cane is quite powerful. When stone walls block your path, just bash them down. Of course, this doesn't *always* work....



Hit the tombstones in the Transylvania stage and either a jewel or a ghost will come out.



Sometimes Scrooge's nephews will give useful hints — in this case, information about walls that you can walk through.



If Scrooge hits this rock with his cane, it will fly up, knock down the treasure chest, and knock out the ghost below as a bonus.

CSG IMAGESOFT INC

SUPER dodge ball



THRASH, BASH, AND SMASH THE COMPETITION

Team USA is on its way to a Cinderella success story in the Super Dodge Ball World Cup Championships. From out of nowhere, this scrappy bunch of rookies is advancing to the final round of competition. But, seven powerful teams still stand between Team USA and their ultimate challenge; the long awaited grudge match with the undefeated, defending

world champions, Team Russia. Only you can lead the U.S. to victory over the highly-favored competition, and give them the chance to crush the mighty Soviets.

- 1 or 2 players
- Multi-dimensional, high-resolution graphics
- 3 increasing levels of challenge

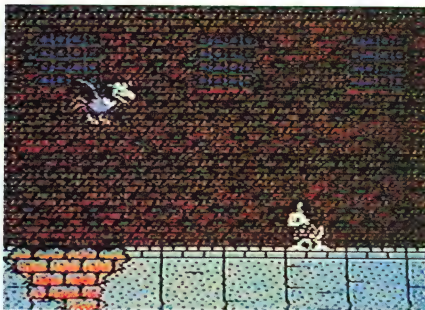
Watch for details on the Super Dodge Ball World Cup. It's coming soon to a city near you. Co-sponsored by CSG Imagesoft Inc. and Sony Corporation of America.

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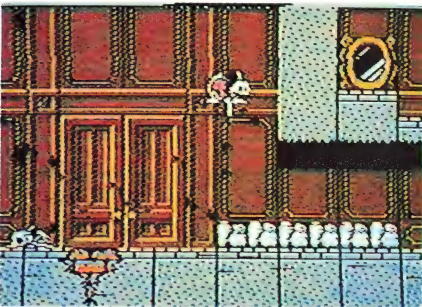
Scrooge is far from defenseless. For an old duck, he swings a mean cane and can defeat most enemies simply by pogo-jumping on top of them. Even when Scrooge takes a hit, it can work to his advantage because he becomes invulnerable to further damage for a couple of seconds. As long as you move quickly, you can use that time to slip past your foes.



The boss of Transylvania is Magica de Spell. When she flies low, jump on her head before she can fire her lightning bolts.



Beware of the pool on the right. It hides a dangerous frog creature. Jump on his head for a big boost across.



The key you need to get to the African mines is back in Transylvania, behind the mirror in the upper right corner.



The boss of the African mines is the King of Terry-Fermi. Stay to the left or right of him. Then, when he rolls, pound his head with pogo-jumps.

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Wireless joysticks from CamERICA.



Freedom Stick™
The original wireless joystick.
Compatible with Nintendo*, Sega*, Atari* and Commodore*.



Supersonic the Joystick™
Wireless left and right-hand play.
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Wireless with the feel and action of a pad.
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Has the features of the original Freedom Stick™.
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Videoblaster™ Controls on-screen action with invisible beams. Extra-long cord.



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In each of the lands Scrooge visits during his quests, he will come across the ace pilot, Launchpad. If you're worried about losing a life (and your accumulated wealth) you can engage Launchpad to fly you back to the control room in Duckburg where you can put your money in a safe. Remember, though, that you can only use Launchpad one time during each mini-quest.



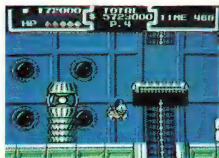
You can't pogo-jump in the snow. You'll only get stuck and make Scrooge lose his formidable temper.



If you free Bubba from his icy trap, he'll show you a secret treasure — an extra life.

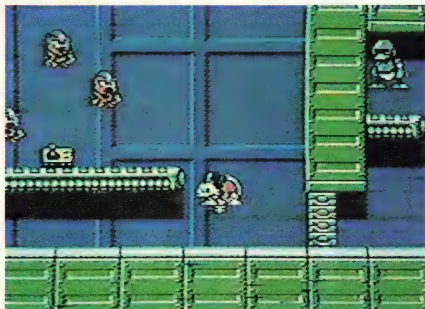


The boss of the Himalayas is the Abominable Snowman. He's not so tough. Just dodge between his avalanche snowballs and jump on him.

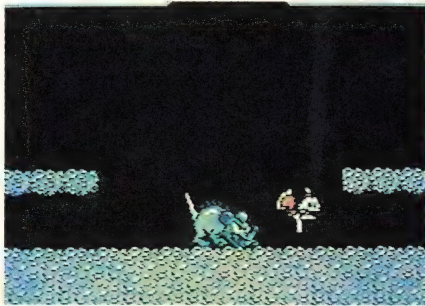


You may recognize the rope you used to climb up in the moon stage, but if you go down it, you may fall off into space. Go left and try the next rope instead.

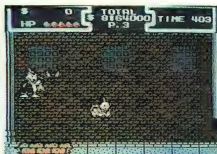
Pogo-jumping is the key to the entire game. As Capcom's instructions say, "When in doubt, jump about!" The treasures are, more often than not, hidden in really odd locations. Often the hiding places are out of reach, no matter how long you push the A button. One way to get at them is to pogo-jump *on top of another character* (especially one who is hovering in mid-air). You'll find this a useful tactic during battles as well.



Use this remote control device to summon Gizmo Duck, who will blast down an important wall for you.



Since the moon boss is a giant rat, the moon treasure must be — what else? — green cheese!



Defeat Count Duckula by jumping on top of the flying bats to gain height, then jumping on his head.



Your final contest is a race with Flintheart Glomgold. You don't need to do anything fancy — just race him for the gold and get there first.

FRIDAY THE 13TH



The map screen displays the layout of the camp and the location of each of the six counselors. Choose a counselor and let the terror begin.

THE GAME

From the big screen to the little gray box — Jason's reign of terror continues. *Friday the 13th*, the videogame, is set in seemingly serene Camp Crystal Lake. However, the peace and quiet only indicates that the man behind the hockey mask is plotting his next crime.

Your job is to find weapons and other power-up items needed by the Crystal Lake staff. If you find them, you can save the children and put an end to Jason's homicidal horror. But if all the counselors or the campers are murdered, the game is over.

Before long you'll see that it's easier to leap over zombies and wolves than it is to blast your way through them. Sometimes, zombies multiply faster than you can exterminate them. However, you must dispose of large quantities of these deadheads to earn a more powerful weapon. You should try to enter the cave as soon as you can, defeat Jason's mother, and retrieve the machete. Then the zombies will go down with one swipe.

Keep in mind that the counselors have individual strengths and weaknesses. Mark is probably the strongest and fastest staff member, so use him to battle the toughest foes. Managing your resources wisely is crucial. And remember that the more times you defeat Jason and save the kids, the better chance you'll have at acquiring better weapons.

LJN



You must obtain a lighter and start fires in all the hearths in camp before the torch will be revealed. You can light the hearths simply by entering all of the large cabins.



Exterminate zombies to acquire valuable items, like this lighter. Sometimes you can retrieve an item or weapon merely by leaping at the right spot on the screen.



Vitamin jars are used to cure injured counselors. The jars can either be passed to a staffer in need, or used by the bearer. Store up as many of these life restorers as possible.

Send your stronger, more mobile counselors throughout the camp in search of items and weapons. Keep your slower counselors near the children to ward off Jason's attacks. When weapons are collected, be sure to distribute them wisely among the counselors by using the PASS option discussed in the game's instruction booklet.

THUNDERCADE™

Terrorism has reached new heights. AATOM (Atomic Age Terrorist Organization of Miracali) has constructed its own nuclear power plant, and threatens the world with atomic terror.

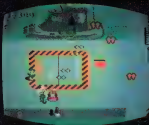
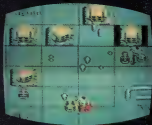
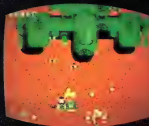
The world powers have decided to initiate operation THUNDERCADE to stop AATOM. Equipped with a high-performance combat motorcycle, sidecar cannons, and backed by a precision B-7 bomber, you set out on your dangerous mission.

Start in the city streets and continue through bases, woodlands and the fortress before reaching the heavily guarded nuclear power plant.

With a hit-miss ratio display at the end of each stage, you can improve your attack efficiency.

Have a friend join in and save the world together!

Go for the challenge!!!



American Sammy Corporation

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Though the best place to find vitamins is in the woods, an ample supply is strewn along the paths of Crystal Lake. You'll want to collect as many jars as you can before night falls and the wolves begin their rounds.



Read each message you stumble upon. Though the repetition does get bothersome, you don't want to miss any important tips.



When the timer begins above your game screen, it means either a fellow counselor or a group of children is about to become Jason's prey. If you rescue them, the campers will show their appreciation.



Jason is too much for George at this early stage of the game. But don't let an early defeat discourage you. Once you get some additional firepower, you'll be able to take Jason's best stuff.



Somewhere in the cave is a hidden door. If you have a key, go on inside. You'll find Jason's mother — or at least part of her — waiting for you.

You'll begin the game armed only with stones. Enter the woods to pick up a better weapon, such as a knife. Even more dangerous are the machete and the pitchfork, both of which can be obtained by defeating the head of Jason's mother inside the cave. These two weapons can fell enemies with one swoop, and will even strike fear into the heart of Jason (if he has one).



Attack the head fiercely and victory will soon be yours. The first time you defeat her, she will leave you the machete.



If Jason ambushes you along one of the paths, make sure you jump over his ax blows. Then (when you can), counterattack with blows of your own.

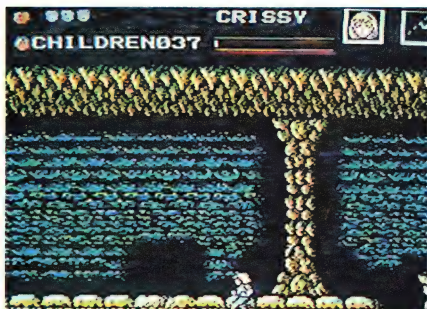


You'll be rewarded with the torch after you've lit all of the hearths in all of the cabins. The torch is a mighty weapon, burning zombies after only one hit.



It may take a few searches through the camp, but eventually you can recover a flashlight in one of the large cabins. When you do find it, go immediately to the cave and shed some light on the situation.

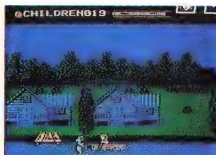
Jumping like a hyperactive kangaroo is the key to uncovering secret areas and acquiring items. You can find the secret chamber that houses the head of Jason's mother by randomly hopping about inside the cave. You can also locate vitamin jars, knives, and keys this way. But you'll need to have at least one key to enter the secret doors found in the caves.



You can now see the once-hidden passageways using your new-found flashlight.



It seems our mass murderer is a careless butcher. He left his ax just outside this door inside the cave.



There are some cabins that can be reached only by boat. Be careful — there are zombies in the lake too!



Just ducking is a good tactic to use when dueling Jason. His strikes are rather predictable and easy to avoid.

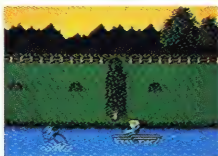
If you have a control pad or joystick with a turbo option, *use* it. Otherwise, it's difficult to throw stones or knives quickly enough to kill the hordes of zombies and to stave off Jason's attacks. When Jason does come at you, duck his blows and use the turbo button to pummel him. It won't be long before he decides he's had enough ... for now.



You finally have Jason's mother's sweater! Although wearing it might seem a bit morbid, go ahead and put it on. It will come in handy. Jason likes its comforting smell and will leave you alone.



You can switch back and forth between the six counselors as you explore and battle your way around the cabins and trails of the camp.

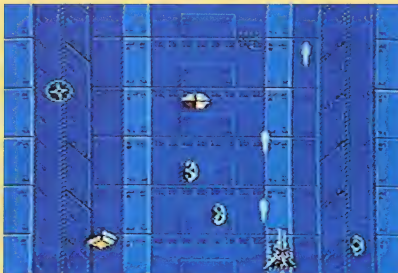


You can't even breathe easy when piloting your boat because Jason prowls the depths of Crystal Lake, too.



Missing faces from the map mean additions to the day's fatalities.

THE GUARDIAN LEGEND



The planet Naju's outer defenses are formidable. The right side of the screen is a little easier.

THE GAME

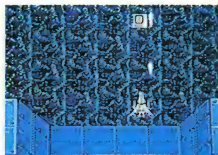
From a distant galaxy comes a huge artificial world named Naju. Launched toward Earth long ago, Naju is packed with alien life forms who have multiplied and grown evil during their centuries of travel through outer space.

As the guardian of Earth, you must penetrate the outer labyrinth that protects Naju, reach the inner dungeons (a maze of dangerous environments created by the monsters themselves), and find and activate ten self-destruct mechanisms. Only then will Naju be destroyed and the Earth be safe again.

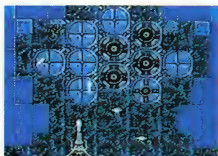
Though parts of *Guardian Legend* consist of arcade action, other sections require you to explore mazes. The guardian is a transforming entity who can function in many environments. He takes human form when exploring the labyrinths, and assumes the shape of a fighter when advancing through the dungeon levels. To defeat all the enemies within Naju, you must master a dozen different weapons, some of which are really unusual.

You can see a map of the labyrinth on the subscreen. Blinking lights show the entrances to corridors leading to the dungeons. It takes practice, however, to relate your position on the main screen (indicated by x and y coordinates) to the map on the subscreen. But a password feature will help you resume half-finished games later.

Broderbund



For an energy boost, shoot and then fly over this red pyramid.



To enter the first labyrinth, blow up this master monster at the end of the corridor by moving left and right, shooting constantly.



The entrance contains an important message about your ultimate goal.

In the first corridor, try to grab a power heart or two to keep your energy high. Continue to spray the master monster at the end of the corridor. Don't wait for the shields to open. It's more important to keep spraying the whole area with your weapons.

The Guardian Legend is divided into arcade, fast-action sections (the dungeons), and the more strategic maze parts (the labyrinths). Getting through each dungeon depends on the weapons you've gathered, while conquering the labyrinths depends more on discovering patterns of monsters, messages, and gateways. moving.



Each section of the labyrinth contains a variety of Najū's evil inhabitants. Sweep each section clear of enemies as fast as possible.



In sections of the labyrinth without pyramids, try to avoid wasting time fighting your attackers. Just keep moving.

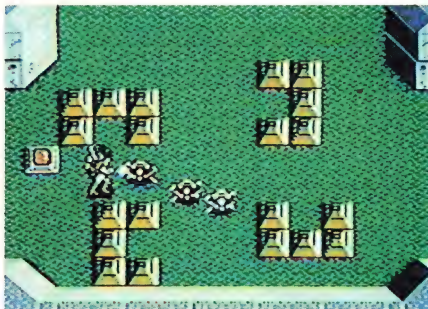


Use the sub-screen map to navigate the labyrinth. One lighted square is your position, and the other is a corridor entrance.

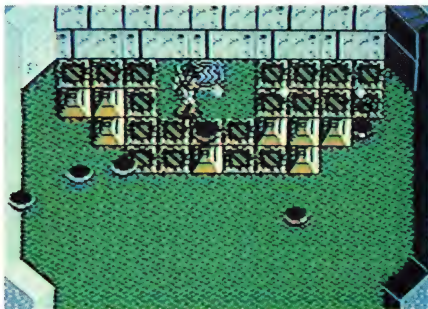


In some rooms, walls will suddenly surround you. Stand and fight. You'll earn better weapons.

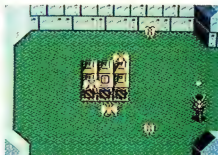
Remember that *The Guardian Legend* is a game that rewards you when you begin to understand the different patterns that occur. Take your time in the labyrinths — go back to some rooms that you've already finished and rework them to see what happens.



Some enemy aliens leave behind bonus items when killed. Shoot them, then move over that space to pick them up.



Don't get boxed in by these circle-shaped aliens. They can't be destroyed, and they take away a lot of power.

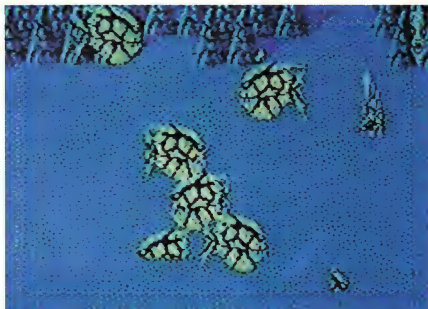


Uncovering secret pyramids is part of the fun in this game. Shoot every pyramid in each room — don't miss anything.



This is the entryway to the next corridor. Before you enter the corridors, make sure you have enough energy and weapons.

As you get further into the game, you'll pick up a variety of weapons. Learning when to use each one takes time. There are occasions when one weapon is far superior to another.



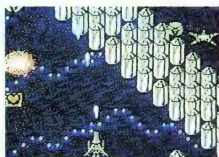
In the second vertical-scrolling dungeon, the fish get wild! Don't come here until you've earned some extra firepower.



The saber-laser you pick up in one part of the labyrinth can be swung in a circle by pressing the control pad.



When you're trapped within walls that appear suddenly, shoot the aliens as soon as possible or they'll grow stronger.



The dungeons grow more deadly and crowded as you go. These crystal-like aliens are very difficult to avoid.

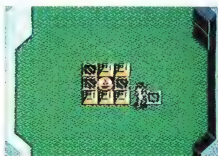
The Guardian Legend is a large game, and it will take you time to search all the corridors and labyrinths. Passwords are available from the smiling blue aliens.



In this dungeon you'll find drifting mushrooms and poisonous plant spores. Move left and right as rapidly as possible to stay alive.



Shoot the tiny eggs as fast as you can. They'll be a lot less trouble if you zap them early.

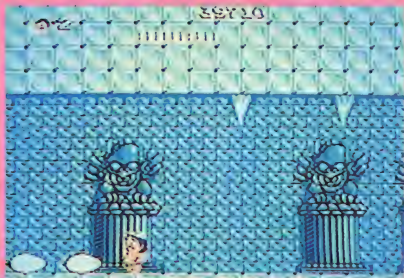


A Red Lander is a cause for joy. Plenty of power chips are headed your way.



Friendly aliens in some rooms may be willing to make a deal.

HUDSON'S ADVENTURE ISLAND



Don't scroll too far to the right if there are eggs on the screen. When you turn back to fire on them so they'll open, the items inside will sometimes bounce off the screen to the left.

THE GAME

The superhero for the younger set has to be Master Higgins, the diminutive star of *Hudson's Adventure Island*. Though he's just out of diapers, Master Higgins has set out for a South Pacific island to rescue Princess Leilani, who has been kidnapped by an evil witch doctor.

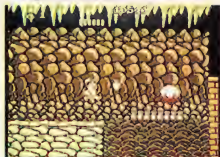
The youthful hero is sure to encounter dangers he never found in his playpen, however. There are eight levels of creepy enemies to destroy, and a boss guarding the end of each level — each meaner than the one before. Guide Master Higgins through the cobras, coyotes, skeletons, basser bats, cava birds, zigmo spiders, kello frogs, and octopi before he takes on King Quiller, the witch doctor.

Eating right helps Master Higgins keep up his energy. He can pick up bananas, pineapples, and other fruit found to replenish his energy points. And he can find weapons and other valuable supplies in the eggs scattered around the island.

With the items he finds, Master Higgins can throw stone axes or fireballs; get quick transportation with a skateboard; pick up flowers to double the energy of fruit; become invulnerable in the company of a honeygirl; or refill all of his energy points by drinking a bottle of milk. But there's also an eggplant — his least favorite vegetable. If Master Higgins picks it up, it will sap his energy, and he'll have even more trouble than usual in a fight with a boss.

Hudson Soft

Even jumps that *seem* to be impossible *can* be made. It may take several attempts before you find the right timing. Eggs hold bonus energy and weapons. But there are some items you won't want. Crack the eggs open to see what's inside before you pick them up. And don't forget the invisible eggs. Fire into empty space — if your weapon halts in mid-air, jump to see if there's an egg hidden there.



Axes have no effect on boulders, so be careful if you're jumping to platforms where rocks are bouncing. But if you have fireballs, you'll have no trouble. Just shoot them and go on your way.

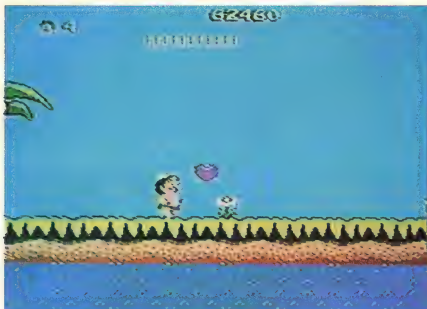


The skateboard is handy for covering distances, but skip it if you have to make jumps like this. It's also risky to try to pick up the bear pot here, but there's a hidden egg just over the chasm.



The bosses aren't the big threat they appear to be. The only way to kill them, however, is with blows to the head. In this case, stone axes are just as powerful as fireballs.

There are eight areas in the game, each of which is divided into four rounds. Each round is, in turn, divided into four sections. After you die, if you still have a life left, you'll start at the beginning of the last section you were in. If you run out of lives, though, you'll have to start over at the very beginning of the game — unless you uncovered the bee in the hidden egg in area 1. It's found near the G that marks the end of the section.



If you pick up this flower in area 2-1, you'll double the energy points that the fruit gives you.



These platforms in area 2 start moving just as you step onto them. It's hard to shoot the frog from a moving platform. If you have to, land on the ledge and run under him as he jumps. He won't chase you.

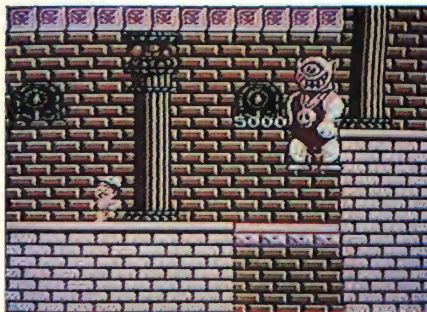


Near this flower in area 2-4, a coyote will dash from behind you. Jump to dodge him, then shoot as he runs to the right. There's another coyote just ahead. Later on, hopping coyotes will appear, but they'll jump over you.



If you aren't able to shoot the whaler because of his wavy flight, jump over him just as he approaches.

There are some sneaky tricks in *Adventure Island*. For example, many of the platforms or clouds you land on won't be stable, and will fall out from under you. In area 3-1 every other platform falls in the last part of section 4. In area 3-2, section 1, the second to the last cloud will fall, as well as the very last cloud before G. And the first girder on your way to kill the boss in area 3 will fall as well. All other areas have dropping platforms, too.



Watch carefully as you finally kill one of the bosses. His head falls off, and his body leaves the right side of the screen. But as it flies, a new head will



You'll have to jump over this chasm on two springs. It's a tricky move, so be careful. If you hit the rocks when you land, you'll fall into the chasm.

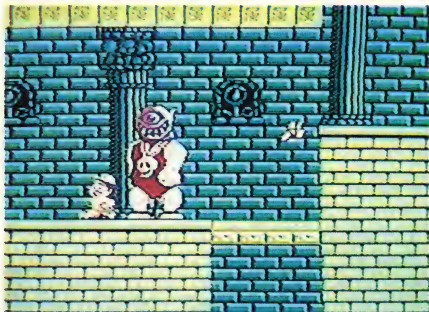


It's hard to kill enemies if you're on a hill and they're on level ground. Your shots just sail over their heads. But this skateboard helps you get past the frog and coyotes with minimum risk.

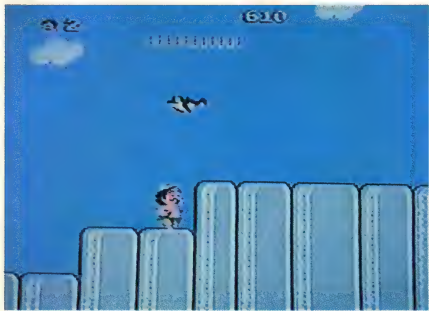


There's an eggplant near the two rocks and springboard in area 3-4, section 3. *Don't* pick it up. It will chase you and sap your energy. Instead, bypass the egg entirely, or shoot it away if it does follow you.

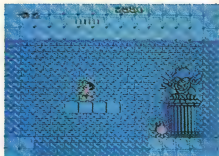
Some hidden eggs (and don't forget to shoot them before you pick them up) conceal keys. If you pick up a key, one of the next platforms you jump on will take you to a bonus round. All the bonus rounds are alike — there are *very* hard springboard jumps to make and plenty of fruit to pick up. But even if you fall very early, you'll just land back in the regular part of the game.



You should leave yourself a little running room when fighting a boss. If you're lucky, the boss's fireballs will fall off the screen to the left without coming near you. Then you can run and jump to hit him in the face.



If you stand on the corner of this ledge, the pesky kello frog will jump over your head. This is one of the few new screens you'll see after area 1. For example, 4-1 is exactly like 1-1, but with more enemies to kill.



Here's a bonus section in area 4-3. The platform next to the fire will carry you away. It's lucky, too, because it's tricky to jump beyond the flames.



You'll know when you've scored a direct hit on the bosses because their heads turn red. It takes surprisingly few shots (8 to 12) to kill them.

Occasionally you'll be caught without a weapon. Whenever you re-enter an area after dying, you're unarmed and must find an ax. Die at the wrong time, and it may be quite a while before you find another weapon. But you can still get through the rounds, as long as you have a good sense of timing. A *very* good sense of timing.



You should kill these skulls from the platform (which moves horizontally). It may take several passes, but you'll never manage the jump unless the skulls are gone.



It looks like you're in a tight spot here, but the boss will approach (fairly slowly) to the left, then back up to the right and give you more room. And it's only his fireballs that should worry you.



You can cover distances quickly on your skateboard, but don't skip fruit that's easy to pick up. You can control the speed of your skateboard by pressing back on the control pad.



Five bosses destroyed, and only three to go. Here's a preview of the sixth boss.

MAPPYLAND



Use cannons and bowling balls to clear a path for your escape.

THE GAME

A mouse may not be a likely hero, but consider some of our favorite cartoon figures. Mickey and Minnie Mouse reign over some of the nation's largest theme parks, and Mighty Mouse saves damsels in distress on Saturday mornings.

Add to that list Mappy, a policemouse on vacation. He's the star *Mappyland*, his own Nintendo adventure. This mouse's free time is spent finding presents for his would-be spouse, Mapico. In each of the game's four areas, players maneuver Mappy through eight different screens collecting cheese, wedding rings, Christmas trees, and baseballs.

This charming adventure also features several sub-levels containing vital objects and presents. For example, there's a cross inside the Ghost Town church. Use it to get past the vampire guarding the level's exit.

Use the various "weapons" provided on each screen to rack up high scores and to clear an escape route when the action gets a little too much for your average rodent on the run. Cannon balls, cat toys, fish, bowling balls, and pulleys are all effective in keeping the killer cats from getting Mappy.

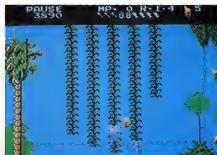
Granted the game's plot is pretty senseless, but the action is playful and varied, the graphics are effective, and the characters are rather endearing. So move over Mickey, and make room for Mappy.

Taxan

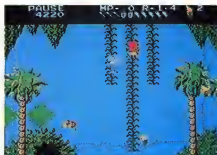
Use the weapons that appear in each scenario for really high scores. Cannons, pull-up bars, bowling balls, and punching bags can also help you get out of sticky situations. The enemy boss for each level is worth 5,000 points, and he's no more difficult to dispose of than the Muky cats.



When you've cleared the screen of cheese, rings, trees, or baseballs, exit the screen to the far right.



Go fishing by waiting at the bottom of one of the vines. You can use your catch to distract pursuers.



The dangers in Jungle World include the large, slow-moving birds and the figure clad in red. Touch either of these characters and you'll have one less life to live.

You will notice that jumping on trampolines also earns you points. Though most of the trampolines disappear after four consecutive bounds, those in the Jungle World can be used as long as you need or want to. Though it's not the quickest way to build up your point total, each jump is worth ten points, so it's the safest way.



Use the pull-up bar to kick enemies off the screen. You'll swing for a limited time, so be prepared to move on as soon as you land.



Your flashlight is used as a weapon in Ghost Town. When your light beam hits ghosts, they vaporize. The balloon should be your basic mode of transportation in this screen.



Your first time through Ghost Town, visit the church. Inside is the magic cross.



The vampire will only turn away (and thus allow you to pass by) if you have acquired the magic cross.

Toys, coins, and fish can be used to distract the cats. As you progress through the more advanced levels of the game, the pursuit gets faster. This means that using these items to detain the frisky felines is your only way to insure survival. You can also use the items to lure the Mukies away from hard-to-reach presents on the screen.



Nails in the floor can be used safely below the level to bump off members of the Guchi Gang.



Pulleys can be very effective because they carry you safely across an entire level, eliminating all who dare to step in your path.

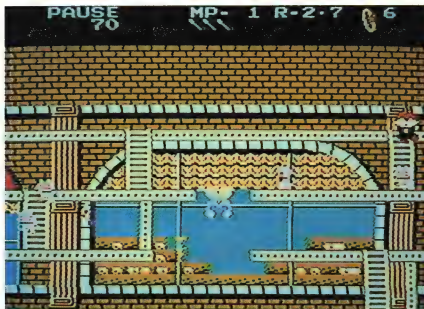


Once inside the second hut in level 2-3, grab the object located in the mouth of the tribal figure. You will then be allowed to exit the sub-area and move on to the next screen.

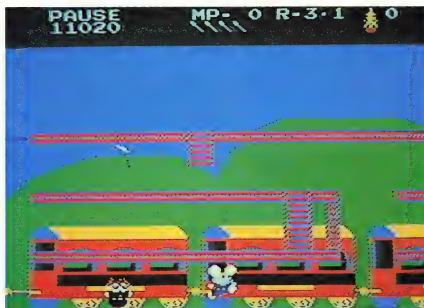


Try exploring this building on your second tour through Ghost Town.

To get through the sub-area located inside a darkened cave, use the cat toys to distract your pursuers while you get a feel for where the ladders and drops are situated. You will exit the screen through a hole in the upper right of the screen using a trampoline in the lower right corner. Be careful of the giant fish. They leap out of the pond completely at random. Touch one and you lose a life.



You must get the bugle in 2-7 before moving on. Get it by jumping on the trampoline and moving left.



If you jump up at the second train car, you will get the chance to recover your train ticket.

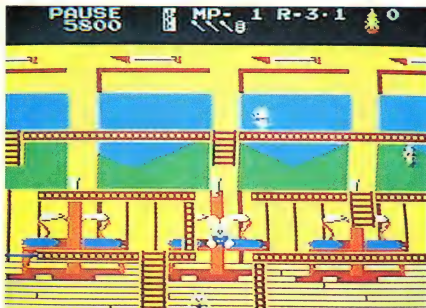


When you are unable to go on to the next screen, it means you failed to either pick up an object or discover a secret area.



This is what the cave looks like when lit. You will probably do most of your exploration in the dark, so hang onto this picture. Darkened, you can see only objects and enemies.

You can turn night into day by clicking your flashlight on in Ghost Town as you fly past the moon. This forces all of the ghosts on the screen to hide for a limited time until it becomes dark again. Use this time to collect keys unmolested. Bringing on daylight, however, does not scare off the vampire. You will still have to enter the church and retrieve the cross.



At the end of each story, you will be required to clear a screen of presents for Mapico. It's tough to accomplish the task in time, but you can do it.



After you recover all of the baseballs in 4-7, enter the first building. Inside is yet another vital object.



Get the bugle before the Guchi Gang gets you. Obtain this musical instrument and you can win the game.



The last challenge: Collect all of the baseballs on the screen and present them to Mappy Jr. before your time runs out. Do this and you've conquered *Mappyland*.

P.O.W.



Save the knife for your most dangerous opponents. Once you throw it, you can't pick it up again — even if you miss.

THE GAME

P.O.W. is the latest Nintendo game that pits a single super warrior against hordes of foes. In this case, the enemies are members of GOON (Government of Offensive Network), whose plan is to wreck the world's economy. To stop GOON, a special agent has allowed himself to be captured and plans to fight his way through all the GOON leaders.

As that elite warrior, you begin fighting with your fists. Power-up items such as brass knuckles, armored vests, grenades, and machine guns are available outside huts and in parked vehicles. Once you've destroyed nearby enemy personnel, you can collect the supplies.

P.O.W. is a straightforward chop-socky game with a military flavor. You need to know when to punch, kick, and jump, but you also need to know the most effective use of each weapon. For example, save the combat knife for the most dangerous man in an area because once you've thrown it, it's gone. Likewise, machine guns and grenades should be used on boss-enemies and their heavier units (such as the helicopter at the end of level one).

The four levels get harder as you progress. In level one, you escape from the POW camp. In level two, you'll face motorcycle soldiers and frogmen. In the final two levels, you've got extra-tough terrain and extra-tough enemies.

SNK



In the first stage when two knife-carrying foes attack near the water tower, take out the one on the left first. He's easier to kill.



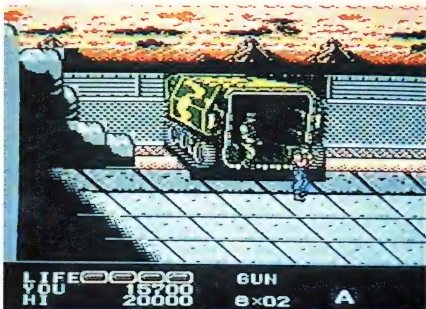
The soldier on top of the fence throws a shower of grenades. Don't try to fight him, just run past him as fast as you can.



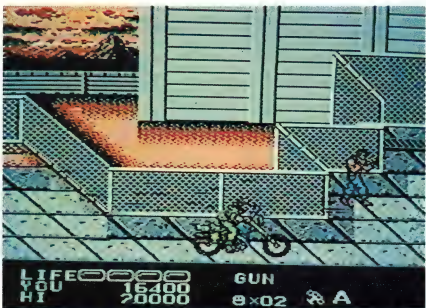
Don't panic when the helicopter appears at the end of stage one. If you don't have a weapon, just wait for the men inside to drop some of their grenades.

At the end of the first stage, you'll have to fight a powerful attack helicopter (maybe with nothing but your bare hands). Enemy soldiers will drop out of the aircraft while it's hovering. Some will be carrying grenades. Hit them as they land, and they will drop the grenades. Then you can pick them up and throw them back at the helicopter.

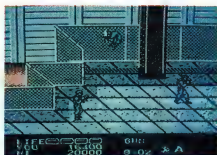
At the end of the second level, you'll encounter a very powerful and hard-to-kill opponent. He will either fire a spray of bullets from his shotgun or drop a grenade. You must strike him quickly (before he gets into his pattern), then keep hitting him as often and as rapidly as you can.



At the start of level two, you will find an armored vest inside the first personnel carrier you pass.



Fighting motorcyclists is usually a losing proposition. It's smarter to just get out of their way.

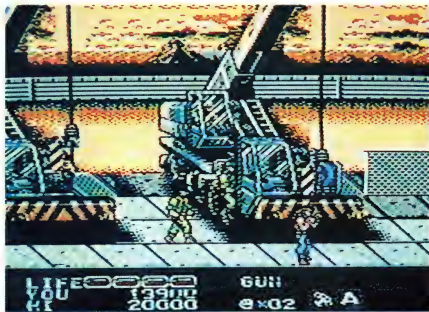


If you scroll slowly to the right, you can often coax the enemy into appearing one or two at a time instead of in a group.



Watch out for the man on the right. He will throw a grenade. Move to the left before he can throw it.

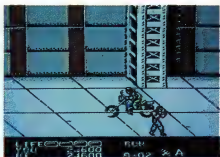
It's possible to shoot more than one foe at a time, but only if you line them up carefully. If your on-screen character is not directly in line with his targets, your bullets will pass in front of or behind those targets.



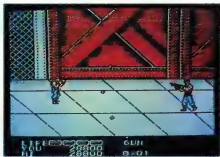
There are lots of enemy troops milling near this heavy equipment. Just walk on by. If you stop to fight them, this will turn into a very long and tedious scene.



These frogmen in level two are tricky. You'll have to fight in both directions, since they pop suddenly out of the water.

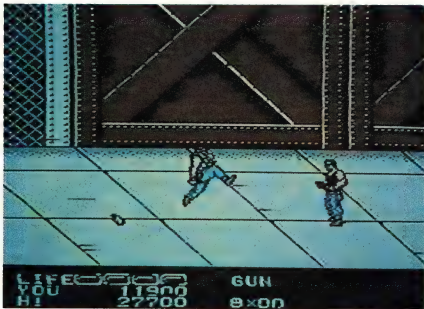


Just beyond the frogmen, you'll pass through an industrial zone. Stay at the bottom of the screen for easiest passage.



The boss on level two wields a shotgun. Get in close, *fast*, and hit him with everything you've got.

When attacked by soldiers on motorcycles, try to avoid them rather than fight them. It's hard to knock them off, and, even if you do, their motorcycles will explode a split second later — probably taking you with them.



You can beat the level two boss if you use your jump-kick between his shots.



When these three men come at you with knives at the start of level three, put your back to the wall so they can't get behind you.



This jumping attacker is a nuisance. Nail him with your jump-kick.

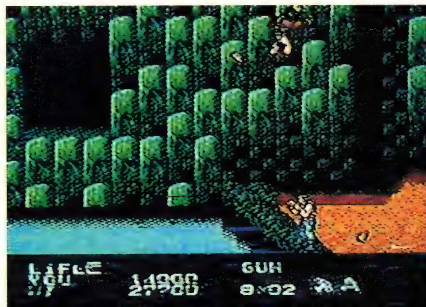


When these three men gang up on you, position yourself at the bottom of the path so they can't box you in.

Once you knock down an enemy soldier, move in swiftly and kick him for good measure. This keeps him from getting up again, and it usually knocks him off the screen altogether. Then you can be assured he won't come back.



At the base of this waterfall, you will again be attacked by frogmen. This time they'll be joined by Green Berets.



Stand directly under the bomb-thrower. Then wait until he hurls his grenades to the left, and run to the right.



The boss of level three is not nearly as tough as he looks. Just punch him a few times, and you'll clear that stage.



This flamethrower ambush on level four is very hard to get through. Try to bob-and-weave your way through as quickly as possible. And be prepared to loose at least one life.

THUNDERCADE



The enemy infantry will fire slowly and in a regular pattern. It's easy to run over them between shots.

THE GAME

Other NES games feature space ships, jet fighters, or tanks, but *Thundercade* lets you blast the foe from a high-powered combat motorcycle. The enemy in this case is A.A.T.O.M. (Atomic Age Terrorist Organization or Miracali), which has created its own nuclear plant. Your mission: Get past all the defenses and destroy the plant.

You (and a friend, if you choose the two-player mode) begin with only a machine gun. Sidecars scattered along the route may be picked up to increase your firepower. Each sidecar holds a different weapon — some even shoot sideways — and each one you pick up replaces the sidecar you're carrying on that side. In a pinch you can call on a limited number of air strikes from your bomber escort, which then lays a double row of explosions across the screen, destroying anything in the way.

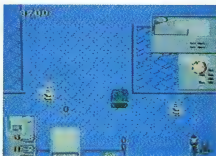
You must battle through four zones of terrain: a city, an enemy base, a forest, and a fortress which guards the nuclear plant, while fighting snipers, soldiers, tanks, and helicopters. There is a limited continue option which lets you have a total of nine motorcycles, and at the conclusion of each game, you get to see a chart showing your progress towards the fortress — your final battle.

American Sammy

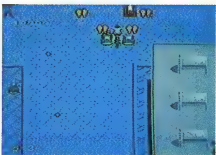
The sidecar feature is really more subtle than it first appears and is the key to survival, let alone success. You'll probably need to play through each stage of the game several times, just to get the enemy's patterns in mind, and to get a fix on the location and type of sidecar weapons. Remember that you can pick up a weapon on either the right or left side of your cycle. Once you have two powerful sidecar weapons, avoid others. If you run into one, it replaces the one you've got, even if you don't want it to.



Beware of tight spaces. There are some places where you can get stuck, unable to move in any useful direction. Also beware of collisions — this armored car can strip off a sidecar if you sideswipe it.



Keep shooting at the building on the right — it contains a prized vulcan cannon.

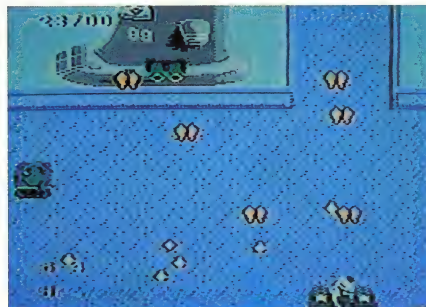


The white and red symbol in the upper right-center of the screen gives you an extra air strike. You can never have too many of these.

One of the most generally useful weapons you can acquire is the vulcan cannon. Plan your moves so you can pick up a "V" symbol as soon as possible. Blue-colored firepower symbols are short-range; red ones are long-range. A motorcycle with a red cannon on either side is a very powerful vehicle indeed.



Blast all shrubs in this park in the city stage — some of them contain hidden sidecars.



It's wasteful, but you could use air power to knock out this sub. A better way is to go to the bottom-right, where its shots spread out too far to hit you, and blast it with your sidecar weapons

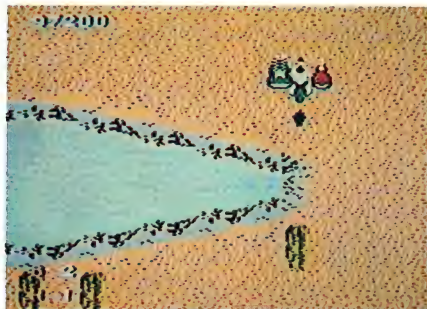


You can jump over many obstacles. The advantage in this is that you can fire while airborne, but your opponents cannot hit you no matter how often they shoot.

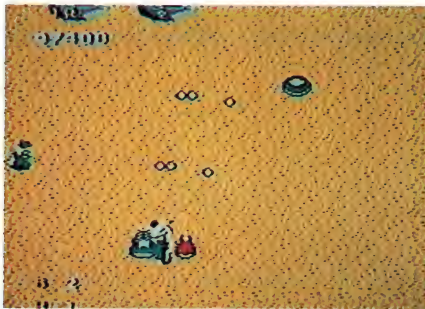


At the end of stage one (city), you'll encounter a huge, heavily armed bomber. Knock out the outside guns first and as soon as you have a fix on the plane's pattern, call in air strikes. You cannot clear this stage without also destroying its engines.

Sidecar symbols may be found in the open, or they may be concealed inside buildings, trees, shrubs, cacti, sand dunes, or anything else your motorcycle can destroy. So it's always worth your while to strafe such targets — you never know what may become available when you do.



Early in stage two, you'll come upon a desert lake. Jump your cycle over the tip of it and grab a powerful sidecar on the other shore.



You'll also encounter mines for the first time as you cross the desert in stage two. Don't ride over them or you'll be blown up.



It's worth blowing up these sandhills — although it takes several hits to do so — because some of them contain sidecar weapons.



Use your jumping ability to get through the maze of pillboxes on this sandy ridge. Remember that although the enemy can fire at you when you jump, they can't actually hit you while you're in mid-air.

When you begin, you can call down three air strikes. You can pick up extra bomb credits just as you can pick up sidecars. If you're cornered by overwhelming enemy fire, call in an air strike. Not only will the bombs destroy many of the enemies on that screen, but the very act of pushing the bomb button will eliminate all enemy bullets on the screen until the bomb run is completed.



When you spot the runway (about halfway through stage two), steer to the left. This way is somewhat safer and there's a vulcan cannon up ahead that you may need badly.



At the end of each stage there's a bonus round. Stay to the left of the screen and collect all the extra firepower, bomber credits, and lives that will be parachuted down to you.



At the end of each stage (or game), this screen will appear, summarizing your mission-progress up to that point.



At the start of stage three, things get very tight. This is a good place to use the slow-motion option, if you have a controller with that feature.

Don't forget that you can use buildings for cover in many scenes. If the enemy is especially strong on one side, put some concrete between you and his fire. Then bushwhack his other units one by one from behind cover.



In the final (fortress) stage, you'll encounter enemy missiles for the first time, appearing first from the center-right of the screen. Use the rockets from the preceding bonus stage to knock out enemy missile launchers.



Inside the fortress, tanks swarm at you from all directions. A side-firing weapon is very helpful at this stage.



Rocket launchers will pop up out of the floor midway through the fourth stage. Head for the top of the screen fast if you want to survive, and be sure to have as many bombs in reserve as possible.



When battling snipers at the nuclear plant, weave back and forth to confuse their aim. Take out snipers on both ends first, then work toward the middle. This will not be a quick battle, since you must hit each sniper many times to knock him out.

WIZARDS & WARRIORS



LIFE **EVIL** **SCORE**

You can locate the Dagger of Throwing in the treetops in the area guarded by the red knight. The knife is concealed in this chest.

THE GAME

Who said chivalry is dead? In *Wizards & Warriors*, you control Sir Kuros of Elrond in his valiant effort to rescue not only the hostage princess, but also five other damsels in distress. Wielding the legendary Brightsword, battle the agents of the evil wizard Malkil on your journey to Castle IronSpire.

Search the forests and caves around the castle, jumping at random to uncover secret rooms and gemstones. Remember that you can't carry gems from one level to another. So if it takes 200 gems to exit the third cave (which, indeed, it does), there's no point in collecting more than 200.

Among your knightly feats will be travelling on the bubbles that rise from the floor of the lava cave. You must win the Ax of Igor in the Lava Cave. With longer length, you can fight from a safer distance than Brightsword. And if you find the Feather of Fall, your descents will be slow and controlled if you're knocked off a ledge. You can also usually determined *where* you'll land with the feather.

It's up to thee, game player, and thine game-playing abilities to save the fair princess and to establish a new reign of peace in Elrond.

Acclaim

When scaling the castle wall, use the Feather of Fall and the Potion of Levitation. When you get knocked off of a peg, use your feather to direct your motion in the air and prevent a freefall all the way to the ground level. It's a long way to the top! Use the levitation serum to float up to otherwise hard-to-reach ledges.



The Dagger of Throwing will return to you every time you throw it, making it a valuable addition to your arsenal.



Defeat the red knight and recover several valuable gems. The knight also guards an opening in the tree that leads to a secret chamber.



Inside this chest are the Boots of Force, which can be used throughout the game to open doors and other strong-boxes.

The kingdom of Elrond is saturated with hidden weapons, treasures, and magical items. Carefully explore every crack and corner of each level. Continue your exploration even after you acquire enough gems and keys to advance to the next level. Kuros is going to need all the magic and weaponry he can get his hands on if he indeed wants to save the princess.



Use your boots to open this red chest and acquire the Shield of Protection.



After you jump down the stump once guarded by the red knight, you will encounter Demon Skull. Stay out of his path by jumping and use the dagger to defeat him.



The map will display where you are in the kingdom of Elrond with blinking dots. You will travel left to right.



In the first ice cave you can acquire the Potion of Levitation, which will enable you to reach greater heights.

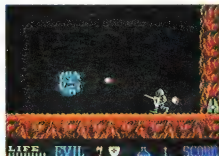
If you're careful, it's possible to use enemies as springboards to new heights. However, jump as soon as you land on one, since touching enemies uses valuable life units. Using enemies as stepping stones is especially useful when moving through the ice cave. The ghosts that pop up out of the ice ledges can propel you upwards if you stand on their heads.



The Cloak of Darkness is in a blue chest at the top of the ice cave. Use this to conceal yourself from the enemies in Elrond.



A chest at the top of the Lava Cave holds the Ax of Igor. This powers up the punch your Brightsword can pack.



When battling Rock Face, watch out for his fireballs. Get past this villain to save the beautiful Galadriel from doom.



Eliminate the vampire bat the same way you ended the demon skull's reign of terror. Kill the bat, pay a handsome ransom, and free Esmarelda from bondage. It's all in a day's work for Sir Kuros.

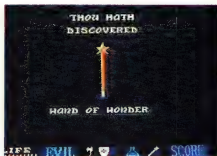
There are five items you may carry from the moment you acquire them to the very end of the game. They are: the Dagger of Throwing, the Ax of Igor, the Shield of Protection, the Feather of Fall, and the Potion of Levitation. Most of the other items and weapons you pick up along the way will replace something you acquired earlier.



In the third cave, go in the blue door to get a pink key. You will need the pink key and 200 gems in order to exit the cave.



Enter this door in the woods to find the Feather of Fall, which enables you to control your descent after a fall.



After retrieving the Cloak of Darkness, go up and right to find the Wand of Wonder. Use this stick to freeze anything that gets in your way.



The Queen Spider is predictable and should be an easy win. You need the blue key and 100 gems to exit the sector.

The wizard is perhaps the most difficult opponent you will face. He is hard to deal with because he can disappear and reappear at will. Look for a place where you can fire at all areas on the screen. When he does appear, fire quickly. He won't stay for long. Defend yourself well. Otherwise this warlock will dispose of you with the greatest of ease.



Rescue Penelope and 40,000 points will be added to your total.



After retrieving the pink key atop the castle, enter the pink doors and get the red key. Use the red key to enter the castle itself on the ground level.



To exit IronSpire, you must collect 200 gems, retrieve the blue key, and defeat the Changeling. He starts out small and, with each defeat, evolves into something much more ominous.



Finally, an easy maze to complete your journey. Enter the red door and face your final foe — the Supreme Wizard. Be alert because this slippery sorcerer pops up everywhere.

THE ADVENTURES OF LOLO



In floor 7, room 2, you have less work to do than you might think. Move the Emerald Framers to the right side as shown (password CZYY).

You have to work through *The Adventures of Lolo* room by room and floor by floor. If you can't solve a particular room, you're stuck. Here are a few passwords to help you bypass some of the toughest rooms — floor 2, room 1 (BJBM); floor 4, room 1 (BZZY); floor 6, room 1 (CPZH); and floor 7, room 3 (DBYV).

THE GAME

Poor Lolo! To save the kidnaped Princess Lala from the clutches of the Great Devil, he must conquer dozens of moving puzzles. Each room of the Great Devil's castle is different, and each presents a different challenge.

There are ten floors for Lolo to explore, and each floor has five rooms. To succeed, you have to think about each puzzle and try to decide which approach will work. But don't lose heart — there are passwords galore when you get stumped. You don't have to start at the beginning once you've begun your puzzle-solving quest.

In each room is a treasure chest that will open for Lolo once he's cleared all of the Heart Framers from the area. But to do that, Lolo has to learn how his enemies move, which items block his enemies, and how to maneuver himself to clear the room.

Once you've played *The Adventures of Lolo* for awhile, you'll discover that there are many ways to use the Emerald Framers, Magic Shots, and Power Options to help Lolo get from room to room. If at first a room looks impossible, leave it and come back later — you may be surprised to find that the answer will suddenly come to you as you think about the puzzle. But, if you're really stumped on one room, go ahead and use a few passwords.

Hal America

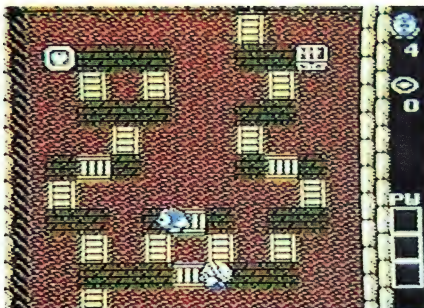


This is how the screen should look when clearing floor 3, room 1. Notice how the Emerald Framers are used to block.



Floor 3, room 2 (password BRBD) makes you learn how to float on an egg.

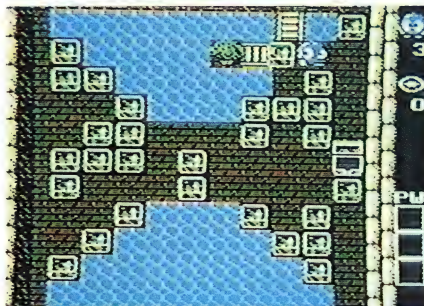
On floor 9, room 1 (password DMYJ), you'll find your success depends on how fast you can make Lolo run.



Learning the passwords to each room as you go along means you can stop and restart the game anytime.



Lolo must exit floor 5, room 1 at the top of the screen. Notice the position of the Emerald Framers (password CHZP).



BAD DUDES



To defeat Karnov (the same circus strongman who stars in his own Data East adventure), stay close to him. Try to get in punches when he is looking the other way.

If you're lucky enough to retrieve a weapon, try to hang on to it for your big battle with the level leader. Your chances in these heated confrontations will improve drastically if you are armed with a knife or numchucks. For example, several platoons of ninja soldiers are ordered to kill on sight in level three. You simply can't punch and kick fast enough to survive.



Whenever possible, kill the red ninjas. After they are eliminated, weapons and items appear.



Here a red ninja has bequeathed to Striker a pair of numchucks.

THE GAME

Bad Dudes, an arcade favorite, is now available for Nintendo. As in the arcade version, *Dudes* requires players to use street fighting skills in an effort to rescue the president from a band of ninjas. Using a variety of weapons, our heroes battle through seven different scenarios against a wide range of menacing martial artists.

Unfortunately, the Nintendo version does not feature a two-player mode in which combatants battle side-by-side. If two players want to give *Bad Dudes* a try, they must go one at a time. This will be a disappointment for those who have played the game in an arcade.

But the game does get high marks for its player control and graphics quality. Punching, kicking, and jumping become second nature in no time — which is a good thing considering the hordes of enemies dispatched to stop you.

Acquisition is a successful game strategy for *Bad Dudes*. Zero in on the red ninjas that dash quickly across the screen. Kill one of them and you will be given the opportunity to acquire more time, additional life units, or a weapon of some kind.

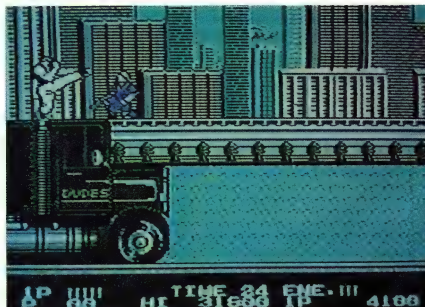
The weapons are basically the difference between advancing in the game and stalling out. Numchucks and daggers mean boosted power. Life units are equally precious since they buy you energy that can be the difference between advancing a level and returning to the game's starting point.

Data East

In this final scene of the sewer, you will need a dagger to survive. Throngs of soldier ninjas will be dispatched to end your quest.



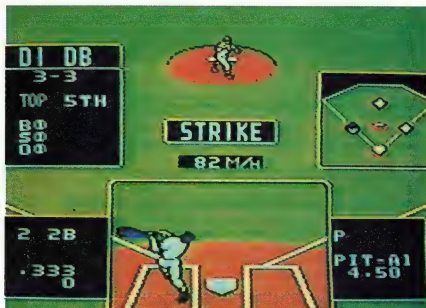
Often there is a prime spot on which to station your dude when brawling the tougher opponents. To defeat the clawed enemy in level two, hop up atop the big rig and start punching.



Two additional aggravations are added as the action switches to the forest — dogs and flaming ninjas.



BASEBALL STARS



It's the classic confrontation — Slugger vs. Fireballer. In this matchup, an 82-mph fastball was too much for the Durham Bulls' star second baseman.

THE GAME

Baseball Stars is the latest NES game based on our national pastime. In this game, players not only decide when to bunt, steal, and pinch hit, but can also hire, fire, and trade personnel. This sophistication allows you to test your managerial abilities and your front-office skills.

Team members are rated in several different categories to help you evaluate who gets to play. For example, the speed of a hurler's pitches will drop off at a rate that is determined by his stamina rating. You decide when it's time to relieve him.

In other words, game players are required to *manage* their personnel resources, in addition to orchestrating the action out on the field. As your team wins, you earn money that can be used to hire better players or to improve the abilities of players already on your roster.

The action in this diamond amusement is similar to most other NES baseball games in terms of your ability to control the pitches, batting swings, and player movement. Aggressive, Whitey Herzog-style play is strongly recommended, especially on the base paths. It is relatively easy to stretch singles into doubles. Even inside-the-park homeruns are not too uncommon in *Baseball Stars*.

The game's biggest drawback is that you have no way of knowing where your outfielders are when a long fly ball is hit. So if the ball gets beyond the infield, you'll witness a display of fielding not seen since *The Bad News Bears*.

SNK

While you don't want to let your base runners become easy outs, you should be ready to send them down the base paths if the defense falls asleep. You will have many opportunities (often during the same play) to advance the runners. To run the bases effectively, keep all runners tagged up, know before every pitch where they are, and watch for fielding errors and base hits because it's *then* you want to give the green light.



Win a game, and your club gets a large amount of cash. Use the loot to buy a player or to improve those already on your roster.

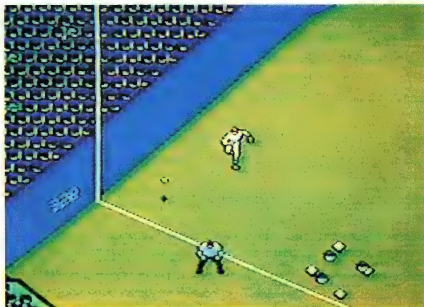


In this contest, the Robins are outpacing the Ladies 6 to 3 going into the top of the sixth inning. However, the Robins are outhitting their opponents 13-6.

Each player is rated in several skill categories, which are the basis for his salary. This left-hander makes \$12,000 a year.



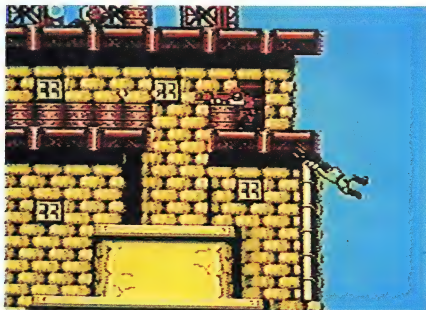
Here a long fly ball drops safely in deep left. To aid the defense, a view of the base runners is featured in the lower right of the screen.



Baseball Stars includes options to trade, buy, and fire players. If you don't like how one of your men is performing, send him packing.

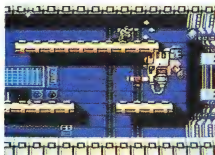


BIONIC COMMANDO



In the early areas, get used to the bionic arm. It can be tricky, for example, to swing up behind this enemy soldier. You don't want to be too close. If you are, your bullets will be ineffective.

Pay close attention when you're in the neutral zones. You don't want to keep an eye on enemy soldiers, you want to keep your finger off the trigger. One shot and you'll be ambushed. But as long as you don't fire, you can proceed without attack. All this is a lot harder than you may think, especially when you come out of the rooms. In fact, you might want to skip neutral zone 19 entirely, rather than risk death. You'll have two enemy encounters trying to get there, and even then, you won't earn anything valuable, find any people to interrogate, or uncover any secret tunnels.



The machine in the area five arsenal room only moves up and down. You should jump to the third ledge and shoot the gun on the generator, then get behind the machine to destroy the generator itself.



Without some pretty powerful weapons, you won't get very far in area six. This barrier can only be destroyed once you have the rocket launcher and rapid fire. Then a single shot will blast it away.

THE GAME

First there was Tarzan, flitting through the jungle on a series of vines. Now there is the *Bionic Commando*, whose retractable grappling hook is sophisticated enough to make Tarzan, Jane, and Cheetah green with envy.

Top agent Super Joe has been captured behind enemy lines after finding out about a hideous plot to rule the world. You are the bionic commando sent to rescue him. With your "bionic arm," you can shoot a wire that anchors wherever it lands. You can easily cross chasms or pull yourself up to higher ledges.

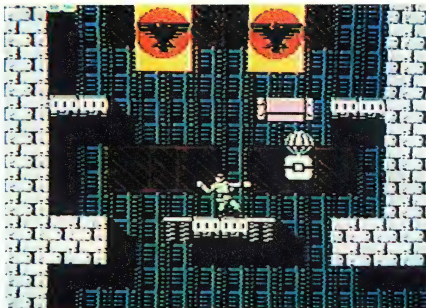
The game begins on a map of 19 areas. An allied helicopter takes directions from you and will transport you or descent to any of the areas. Encounter an enemy vehicle, however, and you'll have to descend immediately and do battle.

Areas 1-12 are each vastly different, with hordes of enemy soldiers to defeat. You may find yourself chased by acid puddles in one area and struggling through snow drifts in another. Areas 13-19 are "neutral zones." You'll see masses of soldiers, but they won't fire unless you take the first shot. The neutral zones are where you'll pick up vital supplies (such as communicators) and find soldiers to question.

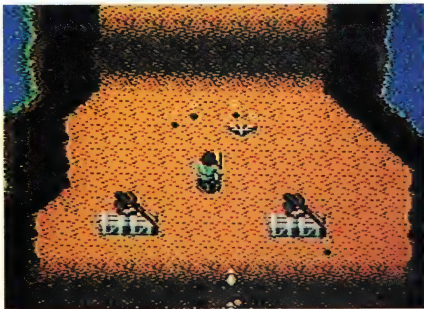
It's great fun sending your daring young man flying through the air in *Bionic Commando*. For added enjoyment, the game also has great graphics and all the fast action you could hope for.

Capcom

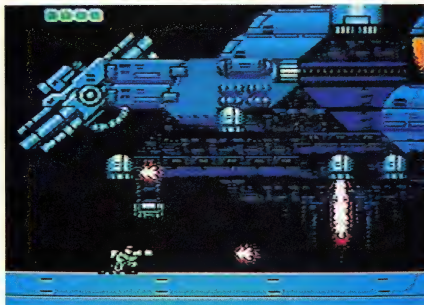
Periodically, your allies will parachute extra supplies to you. Shoot the parachute to see what the supply is, then pick it up if the risk is worth it. You can get bullets, medicine, or a power shield.



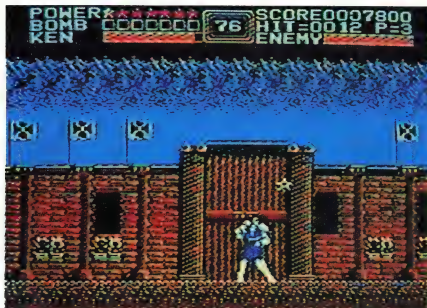
Any time you encounter the enemy you'll have to descend immediately. Battle scenes will scroll vertically, and you'll have to use your bionic arm like a mace. But your gun is more powerful than your bionic arm. Keep an eye out for soldiers or jeeps with eagles on them. Shoot the enemy, pick up the eagle, and your firepower is increased.



You can destroy the revival device by blowing up Albatros. Use your bionic arm to climb up onto the engines. Then shoot at Albatros's orange heart. Stay clear of the engine flames. You may think the game is now over, but you still have to blow up a helicopter and escape from the base before you can relax and catch your breath.



FIST OF THE NORTH STAR



Each of the stars you catch will increase your strength. This hollow star gives you one to four times more energy. And you'll need it—even in the first area.

The second area is a maze of ledges and gaps. There are two Gento masters here, so don't think you're home free when you defeat the first one. To finish the round, work your way up and to the right. You'll finally come to an area without walls, and with long blue windows. The first Gento who appears is fairly easy to destroy. When he's dead, walk to the right and drop back down to the ground floor. Then start working up and to the right again. You'll come to another area (it looks the same as the first), where Gayler will appear. Kick him while jumping to avoid his smoke rings, and he'll finally die.

THE GAME

Emperor Heaven is a mythical place occupied by a group of Gento masters, skilled in the martial arts. The Gento have taken over a peaceful land and are crushing its people. In retaliation, the people have begged Ken, a powerful fighter, to free them.

Ken has a deadly kick, but his "bear fist" is universally feared. But even he has never faced the challenge of the Gento masters: Bask, with his powerful "clenching claws;" Gayler, who looks like a bowl of green gelatin, but shoots deadly smoke rings; Gold Falco and his "white light" bombs; Shula, who has a sliding kick that kills; and four other enemies.

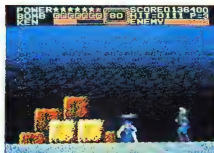
Our hero can increase his strength, however, by killing minor enemies with his punch. Occasionally, a star appears when a fighter has been terminated. When Ken catches the star, it increases his strength and his speed. A hollow star increases his strength one to four times. A solid star increases his strength five to seven times. Ken's shooting power is increased with every 20 soldiers he defeats.

Other items can increase Ken's power as well. If he sees his girlfriend Yulia's necklace in the sky and grabs it, he'll get a twin for a short time. There are also special doorways leading to secret rooms. But the villains are everywhere, even in the hidden rooms.

Taxan

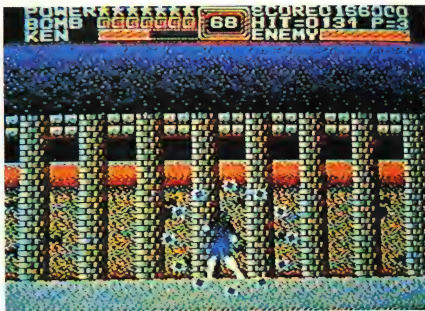


This whip-carrying enemy in the third area can really take it out of you. Jump over him and kick him from behind. None of the Gento masters or area bosses leave stars, so don't risk getting close enough to punch them.

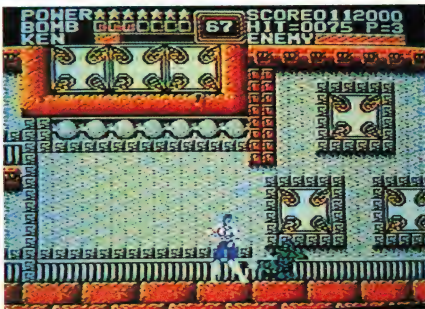


The fourth area is very short and easy. Duck the daggers thrown by some enemies and just try to increase your score. You get an extra life for every 100,000 points.

When you get as many stars as possible, the screen will flash and you'll be surrounded by stars. Then you're as strong as it's possible to be. But even extra strength is no help if you don't finish an area within the time limit. You'll die then, no matter what your energy level is.



By the sixth area, your energy should be high and your punch strong. But these sliding soldiers pose a big threat. Since you can't see them coming in time to move out of their way, keep jumping. Some will get you, but some will miss you, too.



One easy way to avoid the sliding soldiers (and the collapsing floors also found in the sixth area) is to take a walk on the top of the screen, where the score and life bar are located. You can easily hop up there, but be careful when the floor ends. Sometimes you'll land in a situation worse than the one you're trying to escape.

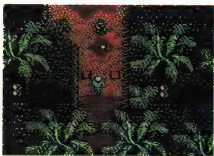


GUERRILLA WAR

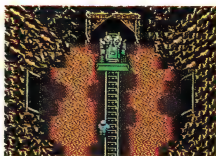


Watch out for helicopters that suddenly appear and begin strafing the jungle below. The extreme corners of the screen are often safe spots to avoid the barrage.

Remember that you can fire your machine gun and lob grenades simultaneously. You're going to have to do this to defeat the large tanks. This tactic will also help you to defeat the dictator in your final confrontation. Power-up items you acquire will continue to boost your firepower until you lose a life.



Uncover boxed letters by eliminating the red soldiers. They are power-up items that can turn an ordinary Joe into a force to be reckoned with. Here, our fearless warrior can obtain a grenade and a high-power explosive.



Each level is controlled by an area boss. You must destroy them before being allowed to continue on to the next level. Each level leader moves in a set, predictable pattern, so do your homework before attacking.

THE GAME _____

Dwight D. Eisenhower once shouted to his troops, "Do not needlessly endanger your lives until I give you the signal." In *Guerrilla War*, you get the signal.

Your mission, should you choose to accept it, is to free your island nation from the iron rule of an evil dictator. Since you will be required to fight through a jungle, a farm, a river, two cities, a sewer, and a military base, it's highly recommended that you use the buddy system and opt for the two-player mode.

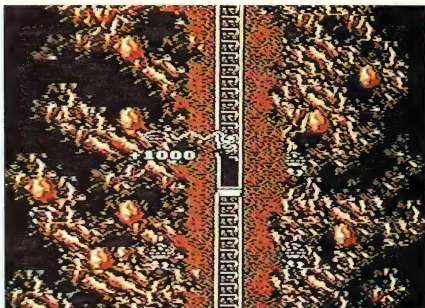
Try to eliminate any red soldier you see on screen. When you do, a boxed letter representing a power-up item or an extra life will appear. These special items are indispensable to you because, as you progress, the strongman's defenses get tougher.

Each level has one enemy boss assigned to protect it. To get to the next level, you must destroy the boss, who is usually safely nestled inside an armored vehicle of some kind. Figure out his pattern from a safe distance before you start heaving explosives. Often there is a safe spot on screen where you can nail the leader without becoming a casualty yourself.

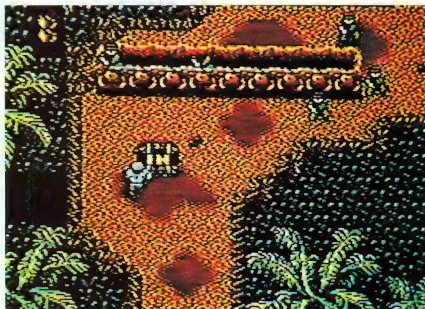
Guerrilla War features 10 levels of the same fast action that made it an arcade hit, including an exciting final clash with the iron-fisted leader. Crisp graphics and excellent player control combine to make this video game a better-than-average shootout.

SNK

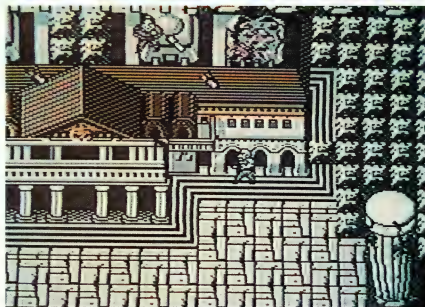
Inside the coal mine are hostages — lots of them. Each one you lasso earns you 1,000 points, so round up those dogies.



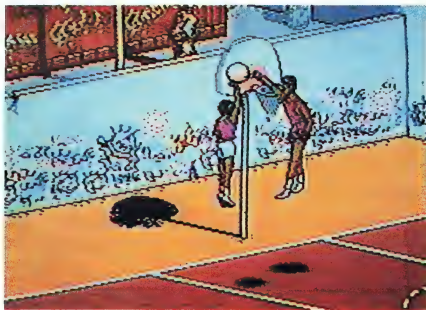
Tanks marked "IN" are provided to aid you in your revolution. Climb inside by placing your commando atop the tank and pressing the A button.



The final confrontation pits you against the vile dictator. It may help to first knock out the armories he has placed atop the palace before going after your prey.

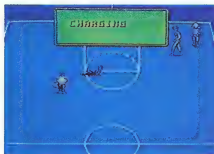


HOOPS



It's slammer vs. stopper as the attention is focused on the action above the rim. Regardless of his height, the defender can block the shot if he reacts quickly enough.

Just accept the relative ease with which players can steal the ball from one another as part of the game. Stay close on defense and, when you get the steal, break away as quickly as you can. On offense, keep changing the direction of your movement as you try to drive the lane or launch a rainbow. Follow up every shot because the ball falls directly under the rim on every miss.



Pushing and charging are two oft-made calls in *Hoops*. Don't get rattled if you're the offender because it won't be long before a call goes your way.



Before each game, players shoot for the first possession. The arrow over the rim shows where the ball will end up when launched.

THE GAME

Judging from its title, you might think *Hoops* is a game about basketball. Well, it is... sort of. The object of this videogame is to shoot a basketball through the hoop, but that's about all it has in common with the sport James Naismith invented a century ago. Rebounding, baseline moves, shot blocking, and ball fakes are basically nonexistent. However, if you can avoid comparing it to the hardwood court sport, *Hoops* can provide some good fun and exciting action sequences.

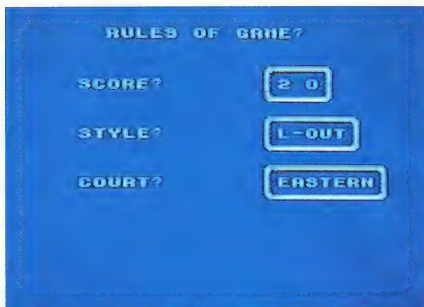
Players can choose either one-on-one or two-on-two play against either a computer or human opponent. Playing the computer can be extremely frustrating, considering the number of times the ball is burglarized from you. So as with most video games, human opposition — and all of the idiosyncrasies that come with it — is suggested.

The game's strongest selling point is the screen feature that allows you to watch slam dunks up close and personal. The action on the court will cut away to the matchup above the rim as dunker and potential shot blocker square off. If the defense gets there in time, a would-be slam will be rejected. If this happens to you, grab the ball and go up again. Chances are the defense is still gloating, giving you a chance to show your thunder.

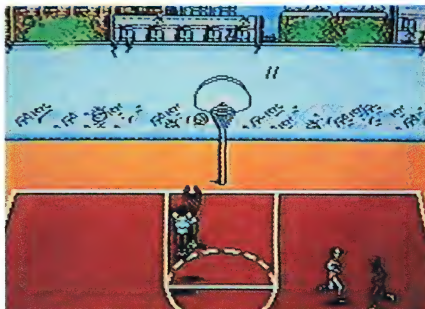
It doesn't seem to matter much with whom you choose to play. The taller players, Mr. Doc and Face, apparently have no advantage over the pee wees or the female courtsters.

Jaleco

You decide before the game what the winner's score will be, who gets the ball after made baskets, and whether you play on the East Coast or the West Coast.



Rainbows have as much of a chance of going in as short jumpers, so take a chance.



Mr. Doc and Face are the tallest players, and Barbie and Legs are hot-shooting women.

IRONWORD: WIZARDS & WARRIORS II



Climb up the left side of the mountain in the first level to find a treasure chest filled with gold coins. Before you can open it, however, you must either locate or buy a key.

If you are unable to engage an Elemental in battle, you must continue your exploration of the level and its sub-areas in search of a spell or item. For example, to battle Wind in level 2, you must first retrieve the Windbane. It powers up your sword with the spell that best exploits Wind's weakness. You can try looking for the Windbane spell in the upper left corner of level 2.



The Familiar Spell can earn you some extra cash, since it turns enemies into gold coins.



If you retrieve the Golden Egg in the first level, an eagle will carry you to the clouds above.

THE GAME

The makers of *Wizards & Warriors* have gone one better with *IronSword*. Sir Kuros of Elrond is back, and his nemesis is, once again, that maniacal magician, Malkil. Sir Kuros rescued the princess during *Wizards*, but now he must defeat the sinister sorcerer once more — this time atop IceFire Mountain.

One of the most appealing aspects of Sir Kuros's second adventure is its diversity. On this trip through Elrond, our hero must do battle with the four elements: Earth, Fire, Wind, and Ice. He'll have to beat approximately 40 types of opponents by using a variety of medieval weapons, relics, and magic spells. In addition, the impressive number of scene changes makes *IronSword* a spectacle to watch from beginning to end.

As you play, don't be too concerned if the screen tells you that you're out of spells. Remember that potions used against the Elementals will not appear on your spells list.

The instructions advise players to "leave no corner unexplored, no stone unturned." Heed the admonishment by searching thoroughly and jumping randomly. On occasion, jumping will uncover secret caves and areas.

If you liked *Wizards & Warriors*, you'll love *IronSword*. The sequel not only includes several of the features that made its predecessor so appealing (such as its medieval setting and wide range of challenges), but also some surprises to keep the Elrond faithful fully entertained.

Acclaim

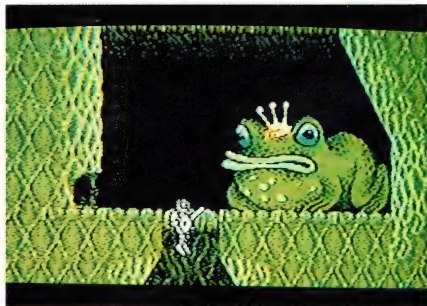
Stand beside Wind and begin attacking with your sword. If you defeat this Elemental, the first part of the IronSword — the handle — will be yours.



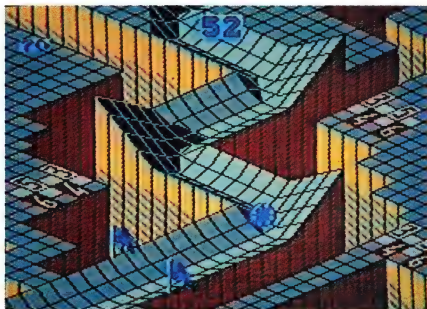
Play a medieval game of chance inside the Cliffside Inn. Pay a nominal fee and make your guess. Where do *you* think the skull will land?



Use your waterspout spell to get to the treetops of the third level. There you can retrieve the Golden Fly. Once you have the fly, the tremendous frog will let you continue your quest into the depths below.

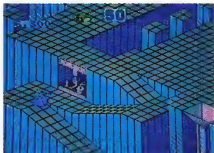


MARBLE MADNESS

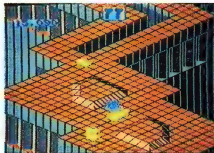


Is it worth the extra points to try to jump to the numbered squares in the practice round? You'll get a bonus for landing on them, but you'll sacrifice a large part of your time bonus in the process.

There's no way to continue in *Marble Madness*, so every time you run out of time, you'll have to start from the first race again. Even though you have unlimited marbles, you'll lose a second or two every time you go off a ledge (and several seconds if you hit another ledge and break apart). The first five races are hard enough, but the last, ultimate race, has mid-air falls, ice, and disappearing floors. You'll need at least 50 seconds to finish it.



Occasionally, a wand will touch your marble for a 10-second bonus. The wand comes totally at random — maybe once in a game, maybe four times, or maybe never. But it's key to getting through the later mazes.



Try to avoid the acid puddles in the intermediate round instead of plowing through them. They'll dissolve your marble, and you'll lose a second or two while another marble forms.

THE GAME

Here's a game that you can play over and over and over again, and it will be different every single time. And every time you play, you'll think you could do just a *little* better the next time. Like peanuts and late-night movies, *Marble Madness* is addictive.

It will take literally seconds to learn to play the game. You're given a marble that you have to maneuver through six different mazes. Each maze is more difficult than the one before, and each has more obstacles.

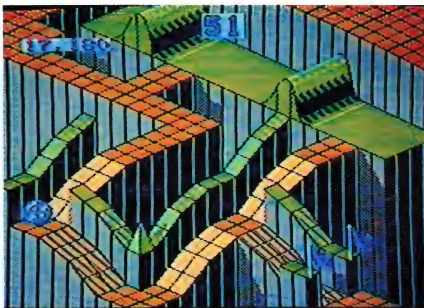
As if battling against marble munchers, vacuum cleaners, acid puddles, and steelies weren't enough, you also have to fight the clock. *Marble Madness* is less a game of strategy than a race against the clock. You're given a certain amount of time to finish a race. Come in under the wire and earn a bonus for the number of seconds you have left.

And after the beginner race, your extra seconds will start carrying over to the next maze. For example, if you finish the beginner race in 30 seconds, the extra 35 seconds will carry over to the intermediate race and will be added to the 35 seconds you're automatically given to finish. Your extra time in the intermediate race will carry over to the aerial race and added to the 30 seconds you're there. And so on. So every second counts.

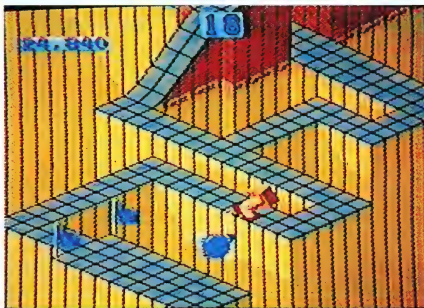
Even an experienced gamer will have trouble getting through all six super-challenging races. And even those who do will think they can do just a *little* better the next time.

Milton Bradley

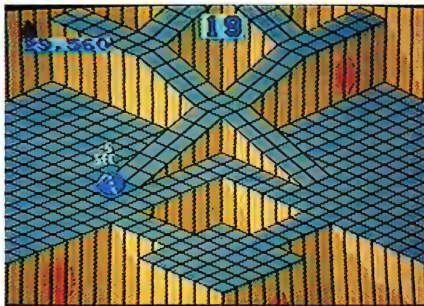
Every maze will have different routes that you can take. The “shortcut” in the late part of the intermediate maze is the green carpet. The narrow path may look harder, but sometimes it can be the faster way to the goal.



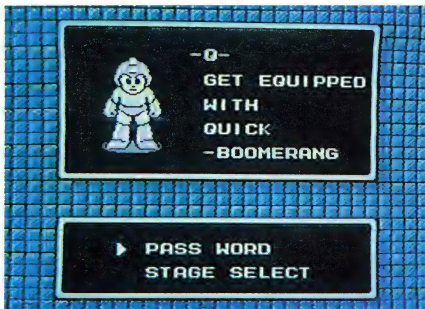
Slow and steady wins the race if you’ve made it this far in the aerial round. The bolts will pop up from the tiles, but if you push forward slowly, you’ll be able to get by them.



“Everything you know is wrong,” in the silly round. One of the first things you’ll discover is that you’ll be penalized five seconds for wrong moves. A couple of mistakes can add up and quickly end the game.



MEGA MAN II



If you can dispose of AirMan, his ability to fire small tornadoes will be yours.

When wrangling with one of the Big Eight enemies, use your first man to experiment with each of the weapons you've acquired. It may take a few adjustments before you can determine the best way to defeat any given robot. For example, ClashMan jumps around quite a bit. So, if you have already disposed of AirMan, use his tornadoes. The twisters spread out when they're fired, thus a prime weapon against the rather hyper ClashMan.

THE GAME

Mega Man II has much to offer the world of Nintendo. Like its predecessor, this sequel adds several new twists to the traditional seek-and-conquer theme.

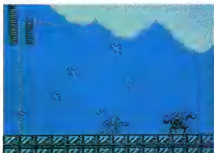
For example, each of the game's nine bizarre adventures culminates with a climactic clash against a powerful agent of the evil Dr. Wily. These agents include such intriguing figures as ClashMan, AirMan, and MetalMan. And when Mega Man defeats one of these colorful adversaries, he acquires the very powers wielded against him. So your options multiply as you progress in the game.

This aspect of game play is a stroke of genius. You'll be so keen on defeating the next robot that they'll have to pry your fingers from the joystick. This game is addictive. But it's important to keep in mind that the weapons work with varying degrees of effectiveness, depending on who the opponent is. There will be some experimentation involved, especially when going up against one of the Big Eight enemies.

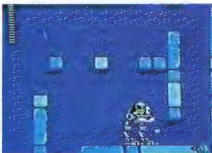
Though you may complete the missions in any order you like, it might be best to tackle MetalMan first. His saw blades will come in handy in later levels. It's also recommended that you slay AirMan before trying to reach HeatMan. You'll need AirMan's jet sleds to get to HeatMan.

Mega Man II's strongest selling point is probably its variety. The range of challenges that must be overcome in each adventure will bewilder you, as will the number of scenery changes.

Capcom

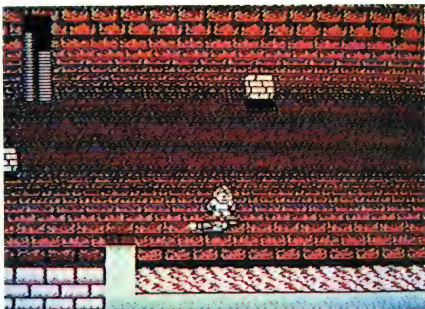


After each major victory, you get a new weapon or ability and are provided with a new password. Special transportation devices are also awarded when you knock out HeatMan, AirMan, and FlashMan.



Fire from this crevice to defeat the robots in FlashMan's world.

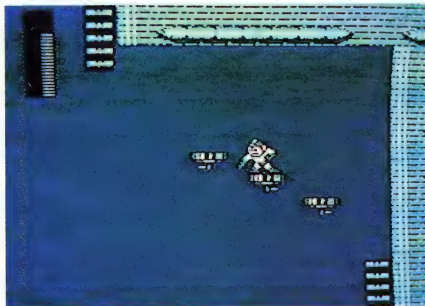
To get over this lava lake, use the jet sled you acquired after overcoming AirMan.



Thwart all eight of Dr. Wiley's mechanical menaces and advance to the mad doctor's headquarters.



The only way to get to the upper ladder in Wiley World is to use levitation platforms.



MILON'S SECRET CASTLE



THE GAME

The happy people of Hudson communicate through their musical instruments. So when a music-hating warlord steals their instruments and captures their queen, the people are speechless. Only tone-deaf Milon has any chance of restoring happiness. But only if *you* can help him explore Queen Eliza's castle, where the warlord now lurks.

Milon's only weapon is a magic bubble given to him by a magician. But undaunted, he heads for the castle, where every room is a maze. Inside the rooms he will find items the queen was able to hide. But he also has to avoid the demons who roam the castle halls.

Starting outside the castle, you, as Milon, have to work your way up to the fourth story of the castle. However, you can advance only if you find the right items — and there are more than a dozen that you'll need. Even then, you'll still have to battle seven deadly demon-monsters (who guard special crystal balls). The warlord has even put fake princesses in the castle to throw you off the trail.

Milon's Secret Castle is complex, but not frustrating. The items aren't that difficult to find (once you've found the first couple and get the knack of searching the rooms), and there are even some items you'll never need to finish the game. Everything is connected — but everything's fun.

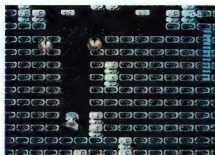
Hudson Soft

Shoot through the "n" in "Hudson" in this room to find a secret shop where you can buy a fireproof vest. Get the vest, the boots, and the lantern, and you're ready to go into the well.

There's one room on level three that you'll be seeing a lot. Not only is there an extra demon-monster hidden underneath a fireplace in the lower right hand corner of the room, but this is the only room in the castle where the money icons will never disappear — no matter how many times you enter. Shoot the blocks, especially those in the lower left corner and near the top right, to uncover the money. This room is also a great place to pick up hearts.

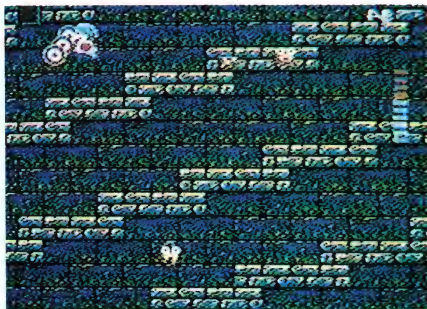


You should always try to check the far corners of each room. Here you can uncover a secret shop just above the money icon. If you have enough money, you'll be able to buy the feather.

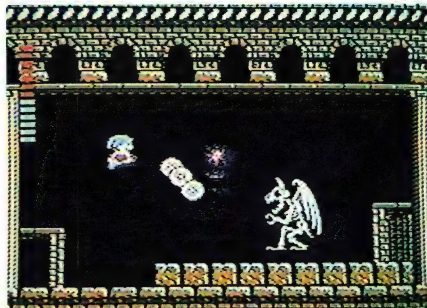


As you fall downward in the ice room, keep one foot on one column and the other foot on a second column. That way if one of the enemies follows you down, you'll still have some fighting room.

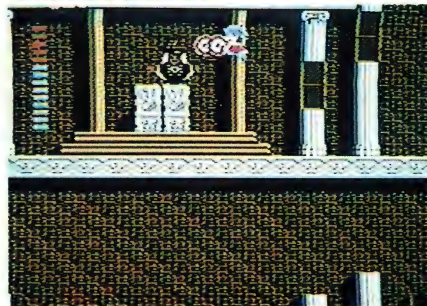
The tower maze rooms seem endless. And they *will* go on forever unless you uncover the secret exit. when the stairs take you near the top of the screen, shoot at the blocks in the right top corner. The room between the tower rooms holds the two fake queens.



Your last demon-monster is definitely the hardest to defeat. However, he'll give you your last crystal ball and send you onto the fourth and final level of the secret castle. If you caught the balloon to get out of the well, your bubbles will be bigger and more powerful than at the beginning of the game — a big plus in taking on this demon-monster.



There are five magicians on the fourth floor, but only one is the *right* magician (he's chosen at random). He'll shoot at you when his cape is open, but that is also a good time to shoot him. Once he's defeated, you can restore the crown and scepter to the throne.

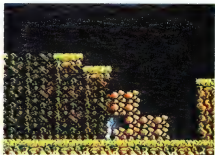


PREDATOR



You must have this laser in order to clear stage six. But in order to get the laser, you must advance to the right, obtain grenades, then come back and blow down the rocks in front of it.

In many of the jungle screens, the air becomes thick with poisonous spores released by nasty little polyp-like plants. Don't waste time or ammo trying to dodge or destroy them. Just put your head down (figuratively speaking) and charge through them as fast as you can. You will take some hits — and lose a life-point or two in the process — but usually there is a life-boosting bonus just beyond the cloud of spores, so you can gain everything back and more.



Use grenades to blow down rock walls, but always place the *first* grenade at eye level, otherwise all subsequent grenades will fall into the hole made by the first one and do no additional damage.



Here's a bonus-filled screen from level five. Grab the "one-up" at top for an extra life, then jump down and grab the laser. Shoot the scorpion and jump to the "L" bonus on the right, which restores all your lives.

THE GAME

Predator, the game, preserves the essence of *Predator*, the movie, while adding a number of Nintendo-only challenges and difficulties.

The player assumes the role of Dutch Schaeffer (played in the film by Arnold Schwarzenegger) — sole survivor of an elite strike force that came into the jungle to knock out a terrorist camp and became, in turn, the prey of a lethal alien invader.

There are two types of terrain in this game: the jungle and the "ethereal zone." In the former, you must leap from ledge to ledge, avoiding the fast and dangerous scorpions (if you *can't* avoid them, you can hitch a ride on their backs). Past the jungle, you will enter the ethereal zone, where you must shoot spheres and clusters that often contain firepower bonuses. The appearance of blue clusters heralds the Predator itself. You'll destroy the Predator repeatedly in this game, and it's not easy because — just as in the movie — the alien is invisible except for brief flickering glimpses.

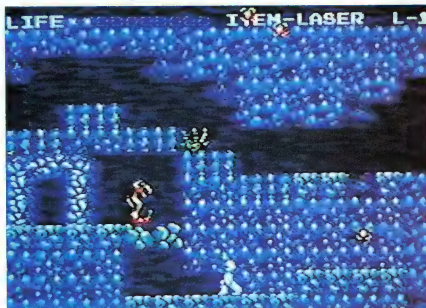
This game has some quirks. You can't change weapons at will. If you're holding grenades, for instance, you must keep fighting with them until you reach another weapon, even if you'd much *rather* be fighting with a gun or even with your fists. And be forewarned that long periods of *jumping* — much of it frustratingly tricky and precise — are a key element to survival. If jumping isn't your strong point, *Predator* will prey on you.

Activision

When you're in the ethereal zone and blue sphere-clusters appear on the screen, be prepared for the Predator. Dutch must score eight hits to blow it away.



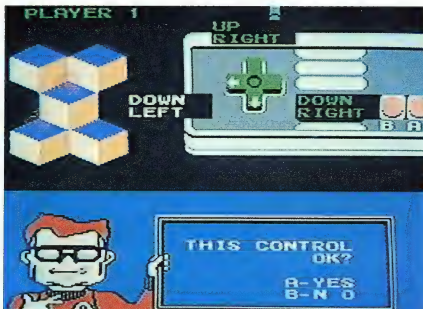
At the end of stage nine, the only way to reach the cave (screen right) is to shoot the ledge the creature is standing on, then jump on top of the creature when it falls to the floor.



At the end of stage eight, you'll find *two* cave entrances. The top one is a warp to an advanced level, while the bottom cave leads to stage nine.

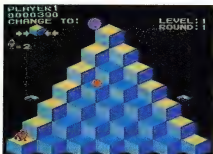


Q*BERT



Be sure to calibrate your control pad carefully on the opening screens; success in *Q*bert* depends on very precise movements.

There's one hurdle you have to get over before you can succeed in NES *Q*bert*: The pyramids are all arranged at 45-degree angles, yet the NES control pad only works at 90-degree angles. Push the button in what feels, instinctively, to be the "right" direction, and *Q*bert* will plunge to his doom. Try rotating the control pad to a 45-degree angle, rather than its normal horizontal position. Another tactic is to set the control pad so that you can press two directions at once to begin 45-degree movement. This method feels right, but it seems to slow *Q*bert* down.



A good strategy for the opening screens is to land on the outer squares first, then work toward the inside.



If you're cornered, you can always hop onto one of the Whirly Discs and be whisked back to the top of the pyramid.

THE GAME

*Q*bert* was one of those flaky arcade hits that come out of left field, strike a response in players, and take off to become classics. *Q*bert* is a fuzz-ball with a hose-nose, trapped in a time warp by the treacherous Tazmanians. To escape the warp, the *Q*bster* has to hop on each square of each level of almost 40 different pyramids, changing the color as he goes.

There are nine levels in *Q*bert*, each with four stages. In the later stages, you have to change the colors twice. There's no guarantee the squares will stay changed, however, since The Schnoz has many enemies who tromp on them after he's gone past and change the colors back.

But *Q*bert* has some tricks, too, which each player must learn to use to advantage. You can jump on the bouncing green balls and freeze all the enemies for 1-2 seconds, or leap on the Whirly Discs and be whisked to safety. But if you can re-paint a pyramid without using the discs, you'll get a mega-bonus.

Part of *Q*bert's* charm is its utter simplicity combined with its crazy tempo. It looks so easy: All you have to do is figure out the patterns of Coily the Snake, the dreaded Whammy Ball, and the others and jump *Q*bert* around them, right? Timing and movement are the only elements of your strategy. But the game remains addictive because what looks so simple is actually maddeningly elusive. Success always seems just out of reach. Just one more game... well, maybe just *two* more games....

Ultra

The green balls are friendly — land on one and you'll paralyze all your enemies for a crucial second or two.



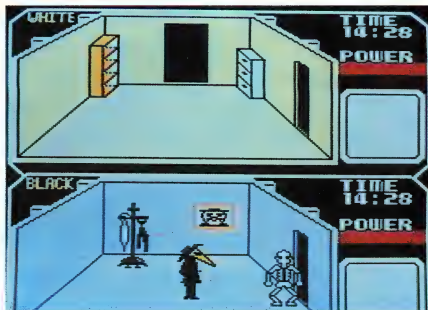
The Whammy Balls are *not* friendly. If you make contact with one of these, you're a goner.



Unlike some other enemies, the Whammy Balls only roll downhill, so it is possible to get out of their way until they drop off the bottom of the pyramid.

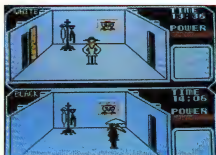


SPY VS. SPY

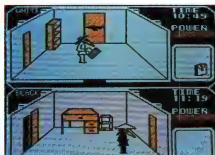


Set booby traps where you know your opponent will trigger them. The old water-bucket-over-the-door trick still works well.

Press the B button to make the booby traps appear. But this also causes any items you might be carrying to be hidden within that room. If you press the A button to set the bomb, you're left with two options: You can rush around and pick up the items before making a getaway, or let the other spy come in and get blown up, then go back and retrieve the items. But, if necessary, you can carry the booby traps into another room. If you enter a room and suddenly turn blue, there's a time bomb in that room. You have two seconds to leave before you get blown to smithereens.



Every booby trap except the time bomb has a remedy. An umbrella, naturally, protects you against the water bucket.



To leave the embassy, you need a passport, a key, money, and secret documents — but you can't carry them all unless you have a briefcase, too.

THE GAME

The comic strip of *Spy vs. Spy* — which has no dialogue and depends entirely on sight gags — is one of the cleverest and longest-running features in *Mad Magazine*. Kemco's new NES adaptation does it full justice.

You can play against the computer and have a good game, but it's much more entertaining to outsmart a human opponent. Each spy's goal is the same: to escape from "the embassy" carrying a suitcase containing a passport, money, a key, and (of course) a batch of secret documents. If you try to leave without all your items, a guard will stop you, and you lose the game.

Each scenario has a time limit, so your strategy should include ways to distract or delay your opponent. Of course, your opponent is also trying to do the same to you, and things get frantic as both spies race through the rooms setting booby traps for each other and sometimes having crazy little fistfights. Booby traps include two types of bombs, a giant coiled spring, and an electrified bucket of water.

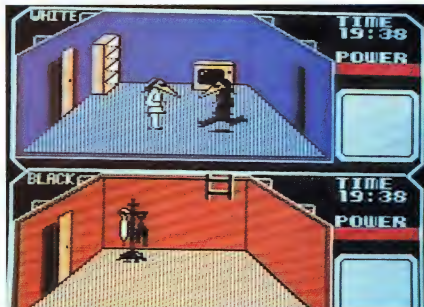
To add to the zaniness, all the action is shown on a split screen, so that both players can see everything that's going on. But if you take the time to do more than glance at your opponent's screen, you'll lose time on your own. You'll have to find your items *and* plant your booby traps *and* avoid the other spy's traps *and* find your way through the embassy. *Spy vs. Spy* is easy to learn, but don't expect simple games — they tend to be wild and slightly demented.

Kemco

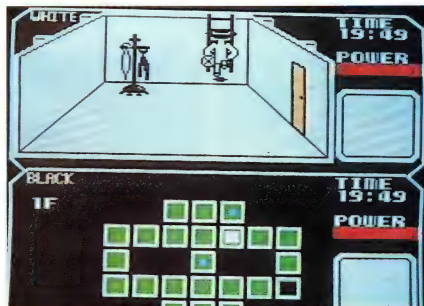
SPY VS. SPY

Continued

Watch the power bars during combat. When yours turns mostly blue, you'd better run, or you'll lose a life.

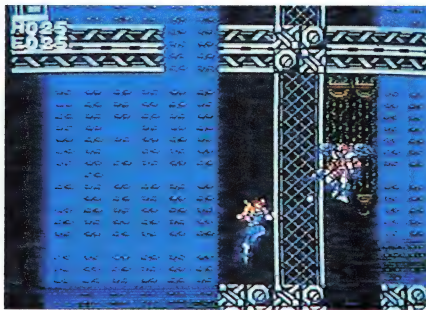


In the training and easy levels, the embassy has few rooms and only one floor. In the advanced games, things get much more complicated.



You can always call up a map to check your location, but meanwhile, your enemy may be setting traps for you. If you're looking at the map, you'll miss seeing where the traps are.

STRIDER

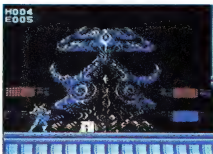


Inside the Kazakz base, drop down the first gap you come to and jump slightly to the right. You'll land on these metal pylons. Move from one to another quickly, slashing at the aerial soldiers as you jump.

You'll spend a lot of time in your Blue Dragon base, where the computer can analyze any information you find and transfer you to other destinations. Late in the game, you can also get out of a dead-end situation by warping back to the Blue Dragon. But when you're traveling to China or Australia, don't forget to go back to Kazakz when you find keys that open the different sections. You'll find the first, second, third, and fifth files there, as well as the first and fourth keys. But you'll find them on four separate trips.



At this point in China (just below the second sewer), you have two choices. Jump to the left to search for the third key, or jump to the right to find the attack boots, with which you can kill enemies by sliding into them.



Once you have the third key, return to Kazakz. Go into section 3, and you'll enter another of these rooms with flying disks and shooting walls. Defeat the disk and the creature to get the fifth message disk.

THE GAME

There's a group of secret agents in the world known as *Striders*. Consisting of highly trained men and women, Striders specialize in preventing terrorist acts by whatever methods are necessary — including destruction and murder.

Hiryu, the youngest and best of the Striders, retired from the group after he was forced to kill the sister of a Strider who had gone mad. But he's called back to duty when his best friend, Kain, is kidnapped and brainwashed by the enemy's ZAIN mind-control machine. The vice director of the Striders, Matic, wants Hiryu to kill Kain. But Hiryu just wants to rescue his friend.

Beginning in the Striders' Asian headquarters, Kazakz, Hiryu must find six information disks and five keys scattered throughout the world. His quest will take him to Egypt, Japan, China, Africa, Los Angeles, Australia, and finally to Red Dragon, the enemy base.

As he progresses through the cities and countries, his skills will also increase. Hiryu will be able to slide under low ledges, throw plasma arrows, or use the magnet, aqua, and attack boots he finds. Spells will allow him to shoot fire bullets, roll electric balls, jump higher than normal, attack all the enemies on the screen, and recover health points.

Strider is combination martial-arts game and scavenger hunt. The graphics are interesting and varied, and, although the scrolling is a bit choppy, it's a small price to pay for an enjoyable adventure.

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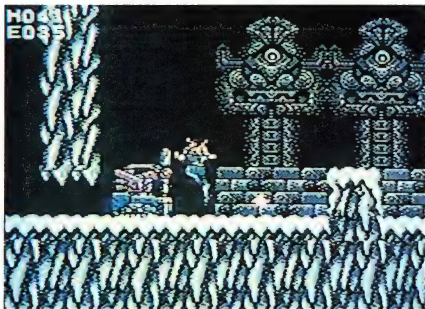
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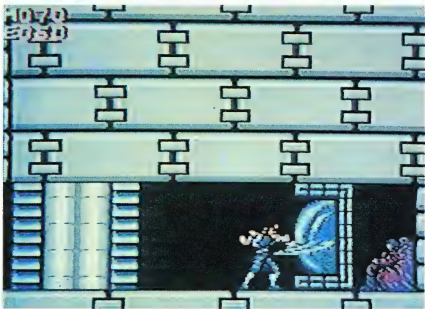
STRIDER

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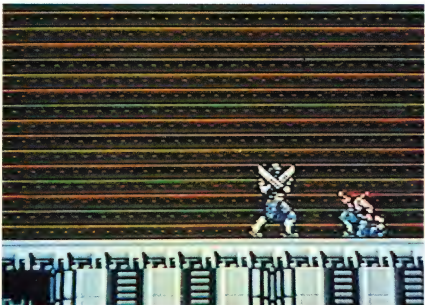
These mechanical monsters in Africa shoot spark balls that travel along the ground in a deadly path. Use a couple of fireballs to destroy the machine and jump over any spark balls it shoots. But don't forget to move the indicator on your subscreen *from* fireball when the machine is gone. Otherwise, you'll waste a lot of energy points throwing them needlessly.



When you meet Faceas Clay in Los Angeles, he'll tell you he's behind a glass bubble that can't be broken by human power. Don't believe him. Your sword can crack the glass with a dozen or so strokes. Then you can travel to the Red Dragon base.



There's a trick to killing this Red Dragon enemy. Hit him when he's in the air, and he'll start spinning. If you keep hitting him, he'll keep spinning, and you'll defeat him in no time. But the battle's just beginning. You still have to destroy two generators, fight the bosses of every country you've visited again, and defeat the *incredibly* powerful master of Red Dragon.



SUPER DODGE BALL



Play the Bean Ball mode to train yourself and your men and to try out new strategies before a match.

A key element in *Super Dodge Ball* is the power shot -- a kind of super-throw that packs an enormous wallop. Though most players can deliver a power shot or two during a game, there is one man on each team who specializes in that technique. For example, Rajiv, on the Indian team, fires a ball called "the stinger," which actually follows its target like an angry bee. Helgi, of the Icelandic team, throws a "warp ball" that vanishes in mid-air and reappears just in front of its target. First, learn *how* to coax the shots from your team (the timing is tricky), then start planning how and when to use them in a game for the maximum effect -- like knocking out your opponent's best power shot man.

TEAM TIGER			
NAME	GAM	JOHN	MIKE
TYPE	D	B	C
ENERGY	40	25	25
REEL TO	12	12	12
THROW TO	12	12	12
AGILITY	12	12	12
CATCH TO	12	12	12
DAMAGE	12	12	12

TEAM RAINBOW			
NAME	RONNIE	BILL	JOE
TYPE	E	D	E
ENERGY	25	25	25
REEL TO	12	12	12
THROW TO	12	12	12
AGILITY	12	12	12
CATCH TO	12	12	12
DAMAGE	12	12	12

Each player on each team has a full range of abilities. Use the player-select screen to study them and choose which player you want to control.



Don't cross the center line or you'll lose control of the ball.

THE GAME

Once upon a time, nearly every kid learned to play rough and tumble games of dodge ball on the neighborhood's vacant lots. Nowadays, the game is not as common as it once was, but if CSG's *Super Dodge Ball* catches on, that fine old backyard sport might experience a revival.

In this fast-moving NES simulation, you can select from three different modes of game and three levels of difficulty. By manipulating the control pad, you can cause one member of the team to pass, throw, run, duck, or jump. Meanwhile, the computer moves the other figures around, causing them to respond realistically to what your controlled player is doing.

An amazing number of player statistics has been programmed into this game. You can play eight teams of six players each, and each man has special strengths, weaknesses, and abilities to take into consideration when playing. For example, one team may be long on energy, but short on throw-technique.

You'll need to master more control pad moves than usual to get the most out of *Super Dodge Ball*. However, the strategy involved is quite simple: Bash the other team's players with the ball until their energy runs out, while simultaneously avoiding their throws. At first, you might be bothered by the "flicker" of the figures (an unavoidable consequence of trying to animate so many figures on a single screen), but you'll soon grow used to it.

CSG Imagesoft

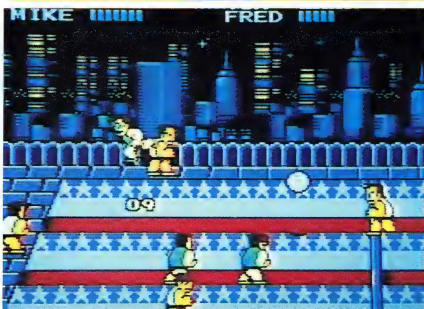
SUPER DODGE BALL

Continued

In the "versus" mode, two players can compete against each other, using teams from 8 different nations.



You can assign players to specific positions by means of this screen, or you can use the set up chosen by the NES computer.



The harder you hit an opponent, the sooner he'll run out of energy.

ULTIMA



It helps if most of your characters have some magic powers. In battles such as this early skirmish against the orcs, a repel spell will usually kill all your foes except one or two.

THE GAME

Fans of serious, complex role-playing games can celebrate—there's finally a NES game for them. *Ultima*, already a popular series for personal computers, was recently released for Nintendo.

What really separates *Ultima* from the other Nintendo adventures now available is that players can create their own band of explorers, choosing from a wide variety of special attributes. You can out send priests, rangers, druids, paladins, thieves, or members of six other professions. These characters can also be from five different races: human elf, dwarf, bobbitt, or fuzzy.

Once your band is selected and their wisdom, dexterity, magic powers, and wealth decided, you must set about the task at hand. The land of Britannia is threatened by Mondain, an evil magician. He has cast an "Exodus" spell over a nearby island, causing chaos throughout the kingdom.

With individual control over each character, you can explore the huge land of Britannia. You'll find whirlpools, pirate ships, giant snakes, shops, casinos, and dungeons during your quest on land and by sea. You'll also have to battle the undead, orcs, zombies, goblins, and a host of other deadly foes. And since time passes in a realistic way in *Ultima*, you're going to have to find time to eat and rest as well.

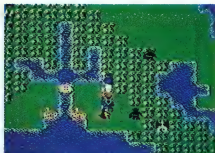
But you'll need time to catch your breath as much as your explorers will. *Ultima* is a great game.

FCI

You should collect as much gold as you can (each character can have up to 9999 pieces). One easy way to collect gold is to set up a party of members you want to keep. Send one of these members out with three characters you don't want. Then give all their gold to the one permanent character. When you have a good gold supply, take the whirlpool to the shrine of intelligence to buy intelligence points. Each point will cost 100 pieces of gold, but you'll be able to use the more powerful magic spells with greater intelligence.



Watch the moon phases. During the crescent moon, the moon gates open. Go in one and transport to a destination that depends on the next moon phases. There are several moon gates, and each one takes some time to solve.

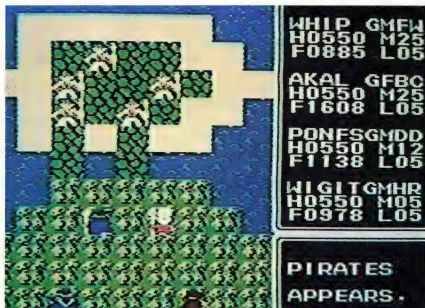


Among the options here is whirlpool on the left that will take your party to shrines, but only if they have a pirate ship. There are two towns to explore, a dragon to battle, and experience points to earn in a hand-to-hand fight.

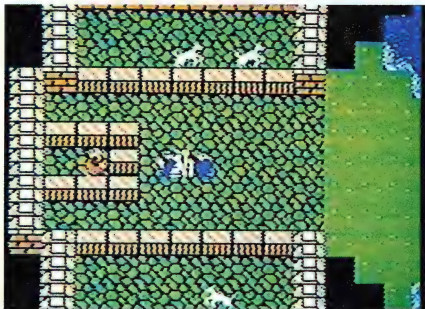
ULTIMA

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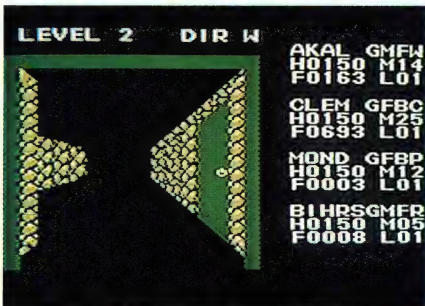
You'll have to defeat pirates before you can take over their ship. Once you've set sail, watch out for changes in the wind, or for nasty creatures. Sea serpents don't have to be close to you to shoot — they can blast you out of the water from quite a distance.



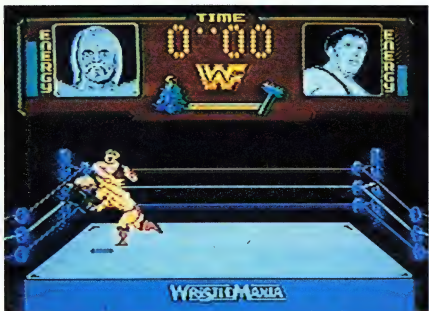
Horses will really help you make good time through Britannia, but they are very expensive (even though one horse can carry your whole party). You might do better to spend your money in a weapon shop, an armory, or even a casino.



A general map will be fine for the surface of Britannia, but once you enter the dungeons, you'll need something more detailed. There are many different levels in a dungeon, and they get harder as you go down. Watch out for enemies around each corner. And beware treasure chests! They're sure to have been booby trapped.



WRESTLEMANIA



The body slam is the most deadly, and most dramatic, of all mat moves. Here Hulk lifts Andre the Giant, who weighs in at 520 pounds, and prepares to throw him to the canvas.

There are few remaining options for a wrestler if he gets knocked down with an energy meter that reads empty. The best thing to do if this happens to you is to quickly press the UP arrow and hope you can get away. If the tactic works, stay away from your adversary until you have enough energy to battle him again. While you're on the run, try to grab energizer items as they are shot across the screen.



Each wrestler has one move he can make with his back to the opponent. With it, you can almost always catch your pursuer off guard.



Andre makes a move for the energizer that was shot across the screen. You can improve your energy level by obtaining these items.

THE GAME

Wrestlemania is your chance to step in the ring with Hulk Hogan, Andre the Giant, Randy "Macho Man" Savage, and others. Bodyslams, flying drop kicks, elbow smashes — it's all possible in this popular free-for-all for the NES. How popular is it? It's been reported that a leading television shopping channel received 10,000 calls within two minutes of its first offering of the game.

It will take some time for you to get used to which moves are possible with which wrestlers. For example, while Bam Bam Bigelow is the only wrestler who can do the flying cartwheel, he does not have a turnbuckle move. Andre the Giant is the only mat man with a barge move in his arsenal, but he, too, can't leap from the ropes.

If your energy level is really low, you basically can do two things. One is simply to stay away from your opponent. Your vitality will slowly increase if you can stay out of enemy hands. A second last-resort tactic is to grab the energizers that will be fed to you randomly from the left corner of the ring. Acquiring them can beef up your energy level.

Although it's not worth flooding a shopping channels' phone banks for, *Wrestlemania* does feature solid ring action, especially when the matchup is human against human. It's also an opportunity to wrestle without having to wear those embarrassing costumes.

Acclaim

WRESTLE-MANIA

Continued

Bam Bam Bigelow displays the move that made him famous — the flying cartwheel. Randy “Macho Man” Savage doesn’t stand a chance against this monstrous move.



It's all over for the Hulkster. The Giant was apparently too much for him in this match.



Randy Savage prepares for a flying elbow smash off of the turnbuckle. Such moves have made Savage one of the flashiest competitors in professional wrestling.



GUIDELINES...

The latest Nintendo news and products.

NINTENDO'S NEW GAME BOY

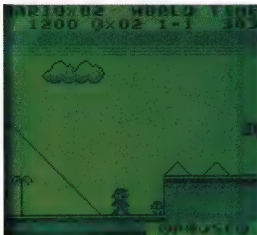


The Nintendo Game Boy may become one of the hottest new toys this season.

It's portable. It's in stereo. It's fun! And it's the next best thing to having a ten-mile-long extension cord.

It's called the Nintendo Game Boy, and it's the latest way to play videogames. The Game Boy is a battery-powered game machine you can carry anywhere and play anywhere — at the park, at a friend's house, or in the back seat of a car. It's about the size of a Sony Walkman tape player, and it even comes with its own stereo earphones so you can listen to the background music and sound effects without bothering anyone.

Handheld game machines aren't new, of course — they've been around for years. But the Game Boy has a few important improvements. For one thing, it doesn't limit you to playing just one game, as most earlier portables do. Instead, it accepts game cartridges the size of credit cards. One game, *Tetris*, comes with the Game Boy, and such popular games as *Super Mario* have been adapted to the new machine, too. By this fall, when the



Here's a screen from *Super MarioLand*, a special version of the *Super Mario Bros.* series adapted for the Game Boy.

Game Boy hits the stores, there should be at least half a dozen games available.

Other new features greatly improve the quality of play. The graphics, though not in color, appear well-detailed on the 2.5-inch LCD screen. The animation is fast and smooth. The controls are responsive and easy to use. And the stereo sound, especially when heard through the earphones, is surprisingly good.

Still another exciting new feature is the Video Link. This is a special cable, included with every Game Boy, that lets you connect two machines together. This allows two players to compete head-to-head. A pair of sports games, *Baseball* and *Tennis*, will be among the first titles to take advantage of this feature.

The Game Boy is priced at \$89.95, and game cards will sell for about \$20 each. Optional accessories include a \$9.95 carrying case and a \$27.95 AC adapter/rechargeable battery pack. Watch for the Game Boy soon.

GUIDELINES...

The latest Nintendo news and products.

THE WAIT IS OVER: POWER GLOVE AND U-FORCE DEBUT!

By the time you read this, two eagerly awaited new products — both designed to expand the capabilities of the Nintendo game system — will be appearing in stores. Although they're totally different from each other, both devices add a new dimension to the interaction between game players and videogames.

The Power Glove from Mattel Toys turns your hand and forearm into a Nintendo controller. You slip on the Power Glove, plug it into the Nintendo machine, and then control the on-screen action with simple hand and finger motions. In *Mike Tyson's Punch Out*, for example, when you make a fist and throw a left hook, the character on the screen instantly does the same thing.



In effect, Mattel's Power Glove turns your entire hand and forearm into a remote Nintendo controller.

Broderbund's U-Force lets you control the on-screen action without touching anything.



There are numerous extra features on the Power Glove as well, such as slow motion, turbo fire, and the ability to customize hand movements to particular games. The Power Glove works with all existing Nintendo cartridges, and a Glove Gaming Series is planned to take advantage of the controller's special features.

The other radically new controller appearing in stores this fall is Broderbund's U-Force. The U-Force does away with *all* physical contact between the player and the game machine. It plugs directly into the controller port and requires no batteries or electrical current. The U-Force rests on a tabletop in front of your TV screen, in either an upright or a flat position, depending on which game you're playing.

Once the game begins, all you have to do is move your hands and body within the area of the U-Force's electronic sensors. The U-Force senses the direction and velocity of your movements, and then instantaneously translates them into on-screen action. You have unprecedented freedom of movement, plus an increased sense of actually being "in" the game.

Both of these controllers add new depth and excitement to Nintendo game playing, and both have generated great interest since they were announced early this year. Now that they're actually available, Nintendo fans can try both and have a lot of fun debating which one is better for which game.

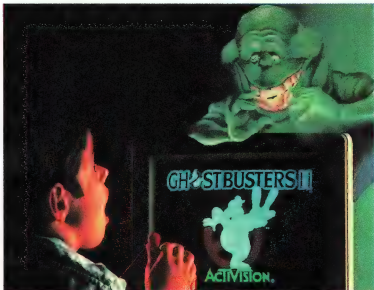
HIT MOVIES AND HOT GAMES

Many new Nintendo games were unveiled at the Summer Consumer Electronics Show recently held in Chicago, and quite a few titles were inspired by hit movies.

LJN Toys, for example, showed Nintendo versions of the madcap comedy *Beetlejuice* and the popular horror series *Nightmare on Elm Street*. Comic-book fans should note that LJN also plans to release a Nintendo game based on the hugely successful *X-Men* magazines.

Also slated to appear soon is Activision's Nintendo version of one of this summer's hottest box-office attractions, *Ghostbusters II*. Just follow the pink slime to your nearest game store.

Tengen has announced plans to release a game for Nintendo machines based on the endless (and still popular) *Police Academy* series. You get to pick a character from the original cast, and you must use special weapons and techniques to arrest such wild and crazy characters as Bone Head, Dry Face Fred, and El Bad Guy.



Activision has translated one of the summer's hit movies, *Ghostbusters II*, into a videogame for Nintendo systems.

FIVE NEW NES GAMES FROM MINDSCAPE

Five games that were hits on arcade machines and personal computers are coming soon to Nintendo, all from Mindscape.

Road Blasters, a smash arcade hit, puts you in a high-performance armored vehicle for a futuristic brand of road-warfare. *720* puts you in Skate City for the skateboard championship of the world — if you can dodge the water hazards, street



Mindscape's *Road Blasters* was adapted from the popular arcade hit.

gangs, and swarms of killer bees that get in your way. *Infiltrator* makes you the pilot of a powerful attack helicopter, based on the popular computer simulation. *Space combat* is the theme of *The Last Starfighter* (which was also a motion picture), and the high-speed misadventures of Wile E. Coyote forms the basis for *Road Runner*. (Beep-beep!)

ABSOLUTE'S FIRST NES GAMES: A BOY & HIS BLOB AND SHREDDER

Absolute Entertainment, known for its high-quality Atari 2600 and 7800 videogames, is bringing out a new series of titles for Nintendo machines.

The first game will be a good-humored science-fiction adventure called *A Boy & His Blob*. It features an alien who visits Earth in search of someone who will help him save his home planet. *A Boy & His Blob* was created by David Crane, a noted game designer who wrote the original *Ghostbusters* and *Pitfall* videogames in the mid-1980s.

Also coming from Absolute is *Shredder*, the first Nintendo simulation devoted to the growing sport of snowboarding. Watch for Absolute's new games by the end of the year.

GUIDELINES...

The latest Nintendo news and products.

NEW JOYSTICKS FROM BONDWELL

Bondwell has just released a new line of joysticks intended for serious videogame players. The new controllers feature quicker response, improved balance, better sensitivity, and sleek designs.

The QS-127 is a remote-control device that uses the latest infrared technology. The QS-129N, also known as the QuickShot, is shaped like an airplane's control bar. You can grip it with both fists, tilt it freely in all directions, and enjoy quick, precise contact with the fire buttons and control pad.



Bondwell's QuickShot controller is shaped like an aircraft control bar.

HOMEWORK FIRST — A NINTENDO PRODUCT FOR PARENTS



Homework First—a lookout device that prevents unauthorized use of a Nintendo machine.

One of the most unusual Nintendo-related products to hit the stores this year is a locking device called Homework First. Designed by Safe Care Products, Inc., its main purpose is to allow parents to control the amount of time their kids spend playing Nintendo games.

Homework First is a combination lock that fits onto a Nintendo machine and blocks the insertion of a game cartridge. It is designed to give parents a quiet alternative to threats and prolonged arguments about how their kids spend their time.

There's also a secondary use for Homework First, one that may appeal to game players: By locking up the Nintendo machine, you can prevent someone else from playing a cartridge that is saving a game in progress, thus preserving your place in the game.

ARCADE ACTION MOVES TO HYPERSPACE SPACE

ESP unveiled its mammoth Battletech Center during the Summer Consumer Electronics Show in Chicago, where the exhibit attracted long lines and plenty of attention.

The Battletech Center, based on the popular *Battletech* board and computer games, is an eight-player arcade game

whose programming complexity rivals that of full-scale flight simulators. Two teams composed of four players do combat in a realistic computer-generated environment. Each player sits in a control module with two monitor screens, foot pedals, and two joysticks, in command of a powerful, armored "mechwarrior." Each team can work out its own strategies of attack and defense, and all of the on-screen terrain is realistic — if a tree is in your way, you can walk around it, crush it, or blow it up.



Will Battletech Centers soon dot the mallscape?

The graphics on the main 25-inch monitors are spectacular. Against an alien landscape shrouded in smoke and flames, great robot behemoths lurch into your sights, laser fire splits the air, explosions rip craters in the ground, and direct hits erupt in billows of flame — all accompanied by thunderous sound effects and shuddering vibrations inside the control modules.

Each Battletech Center is a self-contained franchise operation that covers 5,000 square feet. The design also includes an "embarkation hall" and a Combat Information Center to keep the whole thing functioning smoothly. The first centers are expected to open in late 1989.

TWO HEADS ARE BETTER THAN ONE: ACCLAIM'S DOUBLE PLAYER SYSTEM

Now it's possible for two people to play a Nintendo game simultaneously with wireless remote controllers. Acclaim Entertainment's new Double Player System consists of a receiver that plugs into the Nintendo machine and two wireless controllers that are accurate up to 30 feet away.

The Double Player System works with virtually all existing Nintendo cartridges. It allows wireless control of one-player and two-player games, plus head-to-head action in such games as Acclaim's *WWF Wrestlingmania* and the upcoming *Double Dragon II: The Revenge*.

In addition to its wireless opera-

tion, the Double Player System offers rapid-fire turbo options for both the A and B buttons; an automatic shut-off circuit that prevents battery drain; and a slow-motion feature. Priced at \$44.95, the system should begin showing up on store shelves in August.

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BAD DUDES MAKES DOUBLE DRAGON PALE BY COMPARISON

Ask anyone who's played them both in the arcade. Bad Dudes is clearly the game of choice. It's no contest.

BAD DUDES has better graphics. Better action. Better playability. From the arcade to the Nintendo to computer formats, you can count on a better game with BAD DUDES. And we're even available on more systems than they are.

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Check it out for yourself. The martial arts excitement of BAD DUDES makes Double Dragon play like a dinosaur. One soon to be extinct.

BAD DUDES. From Data East. Now available on Commodore, IBM, Tandy, Amiga, Atari ST and Apple II personal computers and the Nintendo Entertainment System.



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